

QUICK REFERENCE GUIDE

MOVEMENT

FORWARD	[W]
BACKWARD	[S]
STRAFE LEFT	[A]
STRAFE RIGHT	[D]
TURN LEFT	[Q]
TURN RIGHT	[E]
JUMP	[Spacebar]
DOWN (FLIGHT)	[X]
FOLLOW	[F]
AUTO RUN	[R]

VIEW

ON DEMAND MOUSE LOOK	[Mouse Button]
TOGGLE MOUSE LOOK	custom setting
TOGGLE THIRD PERSON VIEW	[B]
ROTATE CAMERA	[Page Up] or [Mouse Button]
RESET CAMERA	[Page Down]

CHAT

REPLY	[Backspace]
QUICK CHAT	[Comma]
TELL	[Period]

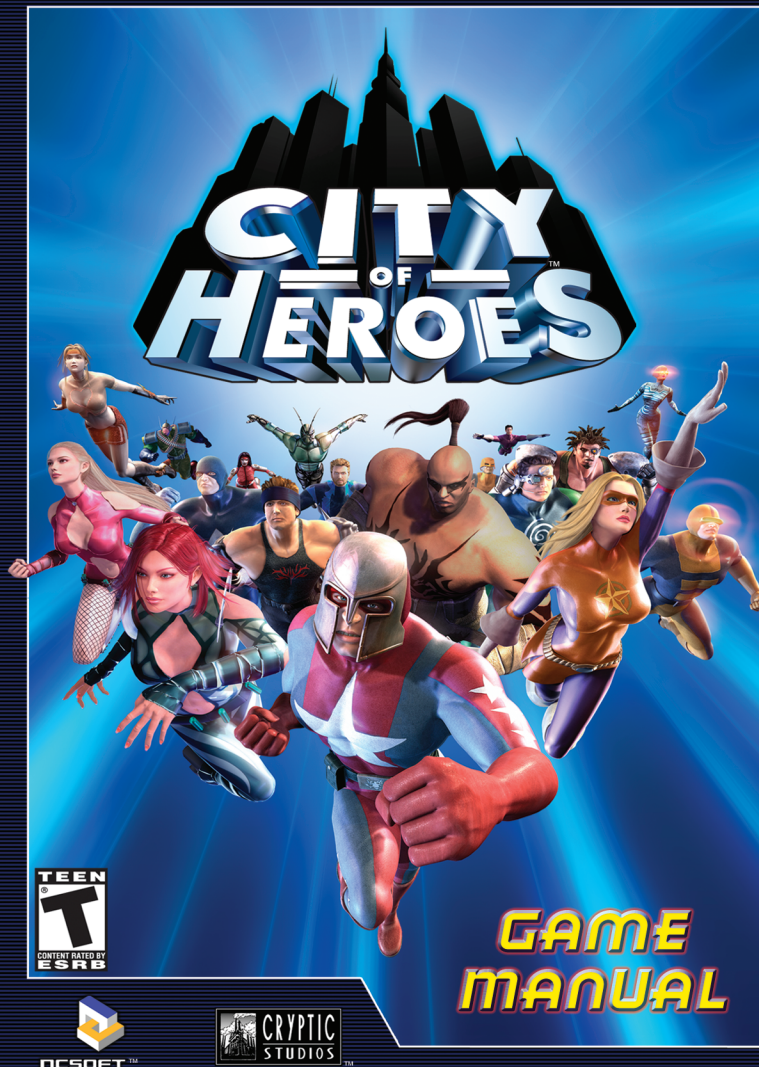
OTHER

SELECT/USE AN OBJECT	[Tab]
CYCLE TARGET ENEMY	[Tab]
DISABLE UI	custom setting
SCREENSHOT	[Print Screen]
LOWER/ONLY POWER TRAY	[1] - [0]
UPPER POV. TRAY	[Alt 1] - [Alt 0]

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SLASH COMMANDS

chat, map nav , tray	Toggles specified window
afk	Indicates that you're away from your keyboard and displays the message you specify.
bind	Binds a key to any command in the list of Slash Commands.
e OR em OR emote	Emotes a specified text string.
f	Starts chatting in Friends Channel
fl	Displays Friends list
follow	Sets follow mode. 1 = follow selected target; 0 = stop following.
friend	Adds player you name to Friends list.
ignore	Ignores player you name.
ignorelist	Displays list of ignored players.
i OR invite	Invites player you name to join team.
k OR kick	Kicks player you name from team.
macro	Adds a macro to the first empty slot (see p. 106).
quit	Quits game.
sk OR sidekick	Invites player you name to be your Sidekick.
t OR tell	Sends message to player you name anywhere in the game.
unfriend	Removes player you name from the Friend list.
unignore	Removes player you name from the Ignore list.



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If you have warranty questions, you can also contact our Customer Support department via email at: support@plaync.com

CUSTOMER SUPPORT

For customer support, account support, and technical support questions, please visit the Support section of the City of Heroes website at:

<http://support.coh.com>.

At this site you will find a searchable knowledge base containing useful answers to frequently asked questions, solutions to common issues, and detailed information regarding additional contact methods if your answer or solution is nowhere to be found.



Minimum System Requirements

- Windows® 98/ME/2000/XP
- Intel Pentium® III 800 MHz or AMD Athlon 800 MHz
- 256 MB RAM
- 4X CD-ROM Drive
- 2 GB Available HDD Space
- GeForce 2 Series or ATI Radeon 8500 Series Video Card
- DirectX 9.0
- 16-bit Sound Card
- 56k modem
- Keyboard and mouse

Recommended System Requirements

- Windows® 2000/XP
- Intel Pentium® 4 1.7 GHz or AMD Athlon XP 1700+
- 512 MB RAM • 16X CD-ROM Drive
- 2 GB Available HDD Space
- GeForce 5600 or ATI Radeon 9600 Series Video Card
- 16-bit Sound Card
- Broadband Internet Connection
- Keyboard and mouse with wheel

An Internet connection is required to play. NCsoft charges a monthly subscription fee for this product, separate from your ISP charges.

*If the installer does not automatically launch, double-click the **My Computer** icon on your desktop. Then, double-click on your computer's CD-ROM or DVD drive icon. Double-click on Setup.exe to install.*

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PHOTOSENSITIVE SEIZURES

SEIZURE WARNING – Please Read Prior to Playing

A very small percentage of individuals may experience seizures when exposed to certain light patterns, flashing lights, or flashing images. Children and teenagers are more susceptible to seizure than adults, but even those with no history of seizure or epilepsy could experience them while playing or watching video games.

Symptoms of seizures include: lightheadedness, altered vision, jerking or shaking of the extremities, loss of awareness, confusion, twitching, or full convulsions.

Convulsions can lead to other injuries by causing an individual to fall off of a chair and/or strike objects nearby.

If you or anyone in your family has an epileptic condition or history of seizures, consult your physician prior to playing this game – you could have an undiagnosed condition. If you experience any of the aforementioned symptoms of a seizure while playing **STOP PLAYING AND CONSULT YOUR DOCTOR IMMEDIATELY**. Parents should ensure their children are not experiencing symptoms.

In order to reduce the risk of photosensitive epileptic seizures, you should play NCsoft games in a well-lit room while you are alert and awake. Avoid poorly-lit rooms and playing when fatigued.

ENTERING THE GAME

To enter *City of Heroes*, click on the game icon on your desktop or Start menu. Each time you enter the game it will check for and (if there are any) automatically load any updates posted by the team.

When the game loads, you will first be prompted to select the server on which you wish to play. When selecting a server, check the green bubbles. The more bubbles, the more people on it. If it has too many people already, you won't be able to choose it.

When you select your server, you may choose a Hero you've already created and begin play, or you may choose to create a new Hero. You may create several Heroes on any given server. You may also delete a previously created Hero to free up a character slot. Note that once a Hero is deleted, he or she is irretrievably gone.



Select a character you've already created or create a new one.



STATESMAN SEZ:

HEROES ARE CREATED FOR A SPECIFIC SERVER AND MAY ONLY BE PLAYED ON THAT SERVER. IF YOU CHOOSE TO PLAY ON A NEW SERVER, YOU WILL HAVE TO CREATE NEW HEROES TO PLAY ON THAT SERVER.

CREATING A HERO

Before you can play *City of Heroes*, you will, of course, need to create a Hero. Once you've selected a server, just click on one of the blank Create Hero slots on your screen. The game will then walk you through the multi-part Hero creation process.

ORIGIN

Your origin is the source of your powers. Were you born with them, or did you study for long months and years to perfect them? Or perhaps you acquired them after some encounter with mysterious forces?

You may select one of five available origins.



MUTANT

Perhaps your parents were exposed to strange radiations, or maybe it's just the next leap forward in evolution, but your powers were encoded into your genes before you were born.



SCIENCE

Exposure to chemicals, radiation or some other scientific process has left you changed, with new and mysterious abilities far beyond the mass of humanity.

STATESMAN SEZ:

IN GAMEPLAY, YOUR ORIGIN DETERMINES WHICH ENHANCEMENTS YOU CAN USE, AND WHERE YOU CAN FIND THEM, AS WELL AS DETERMINING THE IDENTITY OF YOUR FIRST CONTACTS. YOUR ORIGIN HAS NO EFFECT ON WHICH POWER SETS YOU CAN SELECT, OR HOW YOU ADVANCE IN PLAY.





TECHNOLOGY

Unlike Science Heroes, whose bodies have been permanently changed by exposure to natural forces, as a Technology Hero you carry unique and advanced devices that allow you to produce superhuman effects.



NATURAL

Your origin involves no mysterious forces or secret discoveries; you have simply used your remarkable talents to train yourself to the very pinnacle of human potential.



MAGIC

"There are more things in heaven and earth" ... supernatural forces are abroad in the world, and either through training and discipline, or simple chance, you have become a human nexus for them.



Choose your Origin and Archetype.



STATESMAN SEZ:

SELECTING AN ARCHETYPE, WHICH WILL DETERMINE THE POWERS YOU CAN WIELD IN PLAY, IS THE SINGLE MOST IMPORTANT DECISION YOU WILL MAKE ABOUT YOUR HERO. MAKE SURE YOU SELECT AN ARCHETYPE AND POWER SETS THAT HARMONIZE WELL WITH YOUR PERSONALITY AND PLAYSTYLE.



ARCHETYPE

Your archetype determines the nature of your powers. This choice will actually determine which power sets you can select for your primary and secondary powers.

You may select one of five available archetypes.



BLASTER

Blasters specialize in delivering massive damage at range. They have very little defensive potential, other than the ability to keep the enemy at arm's length.

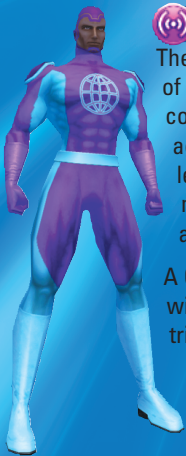
A Blaster can solo successfully, if he remains aware of his situation at all times, but this archetype really comes into its own in groups, where Defenders, Scrappers and Tankers can take the brunt of the enemy attacks, freeing the Blaster to use his offensive potential to its fullest.



CONTROLLER

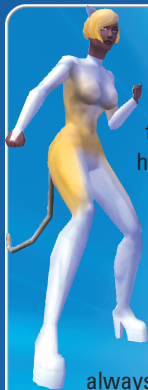
The Controller specializes in manipulating the actions of foes, causing them to stand immobile in battle, or controlling their movements, or even turning them against their allies. This is perhaps the most challenging archetype to play, but potentially one of the most powerful. Controllers have very little defense against enemies not under their direct control.

A Controller who wishes to adventure solo must do so with extreme caution. The archetype really contributes as part of a group.





DEFENDER



The Defender's powers focus on healing allies, increasing their buffing abilities and decreasing foes' debuffing abilities. The Defender has little offensive or defensive punch of his own, but can radically increase the effectiveness of even the smallest team up, and he and the Blaster have the only ranged attacks.

The Defender is a suitable archetype for grouping, though soloing is possible. Difficult, but possible.

However, the tremendous usefulness of Defenders' powers should guarantee that they will always be able to find a team up to adventure with.

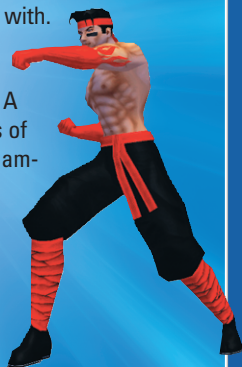


SCRAPPER

The Scrapper specializes in hand-to-hand combat. A single Scrapper should be a match for several foes of equivalent level. Scrappers do not deal in ranged damage, instead going toe-to-toe with the enemy.

Their balance of offensive and defensive potential makes Scrappers by far the best suited archetype for solo play. In team ups they are useful as front-

rank fighters, but often find themselves a bit overshadowed by the more specialized Blasters and Tankers.



TANKER

The Tanker is the "big man" of the super team, combining massive defense with a powerful, but not-exceptionally-quick offensive punch.

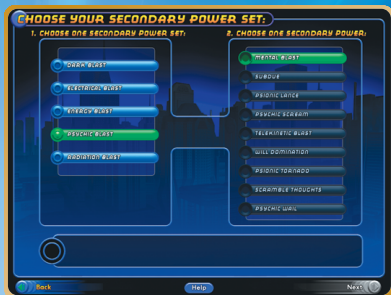
Tankers make effective solo Heroes, at their own deliberate pace, but they are also in demand by teams, where their function is to keep enemy attacks off the lightly defended Blasters, Controllers and Defenders.



POWER SETS & STARTING POWERS

Once you have selected your origin and archetype, you choose your primary and secondary power sets and your starting powers.

Your choice of power sets is determined by your archetype. A complete list of power sets available to each archetype can be found beginning on p. 30.



Choose your Power Sets.

A power set is a group of nine related powers. The powers in your chosen power sets will come available throughout your heroic career. The powers at the top of the list are, in general, more basic and therefore become available earlier, while the more exotic powers at the bottom of the list will only be available later in your career.

Your primary power set is your greatest strength and will form the cornerstone of your combat strategy. Upon character creation, you may select one of the two top powers in your primary power set. Your secondary power set will support your primary powers. Upon character creation, you may use the top power in your secondary power set.



STATESMAN SEZ:

REMEMBER THAT AS YOU GO UP IN LEVEL, YOUR POWERS WILL GROW ALONG WITH YOU. THE POWERS AT THE TOP OF YOUR POWER LIST, THAT YOU PICK UP EARLY IN YOUR CAREER, ARE NOT THE LEAST EFFECTIVE POWERS IN YOUR SET — THEY ARE THE MOST BASIC. MANY HEROES FIND THEMSELVES RELYING ON THEIR STARTING POWERS AS MUCH AT THE HIGHER LEVELS AS THEY DID WHEN THEY WERE FIRST STARTING OUT.

GENDER AND BUILD

On the next screen you will select a gender and build for your character. There are three basic body types to choose from — Female, Male and Huge. “Huge” is a male figure with enormously powerful muscle development.

Once you select your basic body type, you can customize your Hero's figure with two sliders. The Short — Tall slider allows you to set your Hero's height anywhere from around 4 feet to over 7 feet. The Athletic — Muscular slider allows you to set the muscle development from a slender, graceful figure to a more massive and muscular one.



Pick your gender and adjust your build.

COSTUME



Creating a unique costume for your Hero is one of the most enjoyable tasks of character creation. Although there are literally millions of possible unique costume combinations, the costume design process is fun and easy if you just take it step by step.

Create your “look” from hundreds of options. First, select your Hero's skin color (click on a colored dot). If you want to coordinate your costume easily, use the Copy Current Colors button. This will make your

Now just work your way down, starting with the head (where you can choose from a wide variety of hairstyles, masks, helmets, glasses and more exotic choices), through the upper body (torso, gloves and belt) to the lower body (trunk and boots). The costume design screen allows you to rotate the figure at will by clicking on the curved arrows, and to zoom in on your Hero's head and torso for an up-close look. Take your time, explore the possibilities, and you are virtually guaranteed a cool and unique Hero at the end of the process.

Your final required choice in the character creation process is to give your character a unique name that reflects his powers, appearance or personality.

On the same screen, there are optional areas where you can enter a brief character history, and even a characteristic battle call (which defaults to **F10**).



Choose your name. Write your story.



STATESMAN SEZ:

REMEMBER THAT A SHORT, EASY-TO-SPELL NAME WILL HELP YOUR FELLOW HEROES COMMUNICATE WITH YOU.

IS THE NAME YOU WANTED ALREADY TAKEN? LET COMICS TRADITION
COME TO YOUR RESCUE. IF YOU CAN'T BE AMAZING MAN, TRY MR.
AMAZING, AMAZATRON, CAPTAIN AMAZING OR EVEN AMAZINGMAN.

YOUR FIRST DAY ON PATROL

When you have finished creating your character, you may begin adventuring in Paragon City. Start with the tutorial provided in the game. Not only will this show you the basics of movement, navigation, combat and dealing with non-player characters (NPCs), but when you complete the tutorial you will have enough experience to progress to Level 2.

Remember, in the tutorial don't just rely on the text messages from NPCs; you must also pay attention to the reminders automatically placed on your map and the other informational screens.



STATESMAN SEZ:

WE RECOMMEND YOU DO THE TUTORIAL EVERY TIME YOU START A NEW CHARACTER, EVEN IF YOU'RE ALREADY AN EXPERIENCED PLAYER AND EVEN IF THE GAME NO LONGER REQUIRES IT. IT DOESN'T TAKE LONG, AND IT'S A GOOD WAY TO PICK UP YOUR FIRST LEVEL OF EXPERIENCE.

When you complete the tutorial, you will be asked if you prefer to start the game in Atlas Park or in Galaxy City. Both zones are equally well suited to beginning players. Once you've selected your starting zone, you'll be dropped near one of the city's respected new Hero trainers, either Ms. Liberty in Atlas Park or the Backstreet Brawler in Galaxy City. Report to your trainer to get your training for Level 2, which will include the selection of one additional power. Your trainer will also give you the name of your first contact (the identity of your first contact is determined by your origin and by which zone you chose to begin in).

Now you should go and meet your contact. You will find him or her inside the building near the trainer (the Paragon City Hall in Atlas

Park, or the Freedom Corps building in Galaxy City). Your contact will offer you a choice of missions to begin your adventuring career.

You are ready to begin active crime fighting. You can either patrol the streets looking for the criminal element, or go ahead and tackle your first mission. It's up to you. Pay attention to your map, which will reveal more and more of the zone as you explore. Be cautious about crossing the yellow or red lines on your map, as these mark off more dangerous areas of the zone.

QUITTING

When you are ready to leave your play session, click on Menu, then on Quit. There is a 30 second delay when you quit the game (to prevent players from creating unpleasant situations then logging out to avoid them). If you press any key or mouse button during this time, or take any other in-game action, the countdown will be aborted. When the countdown is complete, you will be logged out of the game.



*Ms. Liberty
in Atlas Park*

STATESMAN SEZ:

DON'T BITE OFF MORE THAN YOU CAN CHEW. THE NUMBER OF ENEMIES YOU CAN TAKE ON AT ONE TIME DEPENDS ON YOUR ARCHETYPE AND POWER CHOICES, BUT BEWARE OF LARGE GROUPS OF FOES. LOOK FOR WHITE OR BLUE ENEMIES TO ENGAGE; BE CAREFUL ABOUT TAKING ON YELLOWS, AND AVOID ORANGE OR HIGHER. YOU DO HAVE ONE THING GOING FOR YOU, THOUGH: FOR YOUR FIRST FOUR LEVELS, YOU DON'T ACCRUE ANY XP DEBT (SEE P. 20) IF YOU'RE DEFEATED — YOU'RE JUST TAKEN TO THE HOSPITAL AND HEALED.



MAPPABLE COMMANDS

The following commands can be set from your keyboard. You can map each command to one or two different keys, either replacing the pre-existing default key, or keeping the default but adding a second key.

To remap your keyboard commands, click on Menu, then Options, then Controls. Click on the slot you wish to re-map (either the default, or the open slot) and press the key you wish to map to that command. When you are finished, click on Apply Changes and Return to Game at the bottom of the Controls screen.

Only single-key commands are permitted; you can't map a command to a combination of keys. In other words, you can map a command to **[Alt]** or to **[C]**, but not to **[Alt C]**.



Map your keys.

MOVEMENT

FORWARD	[W]
BACKWARD	[S]
STRAFE LEFT	[A]
STRAFE RIGHT	[D]
TURN LEFT	[Q]
TURN RIGHT	[E]
JUMP	[Spacebar]
DOWN (FLIGHT)	[X]
FOLLOW	[F]
AUTO RUN	[R]

VIEW

ON DEMAND MOUSE LOOK	[Mouse Button 4]
TOGGLE MOUSE LOOK	<i>no default</i>
TOGGLE THIRD PERSON VIEW	[B]
ROTATE CAMERA	[Page Up] or [Mouse Button 4]
RESET CAMERA	[Page Down]

CHAT

REPLY	[Backspace]
QUICK CHAT	[Tab]
TELL	[F5]

OTHER

SELECT/USE AN OBJECT	[Mouse Button 4]
CYCLE TARGET ENEMY	[Tab]
DISABLE UI	<i>no default</i>
SCREENSHOT	[Print Screen]

CONTROL SENSITIVITY

MOUSE LOOK

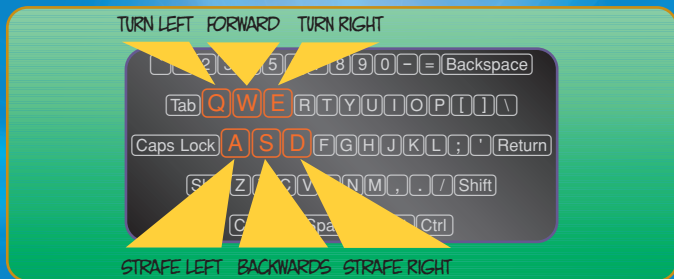
This slider can be set from 50% to 200%, and defaults to 100%

TURNING





This Slider can be set from 100% to 1000%, and defaults to 300%


MOVEMENT


Your Hero's movement is controlled from the keyboard. The default movement keys are grouped on the far left side of the keyboard as follows.



To “Strafe” means to side-step left or right without changing the direction you’re facing.

You may, if you prefer, remap the movement keys using the Controls screen (see previous page). For example, you might map the arrow keys to Forward () , Backward () , Turn Right () and Turn Left () .

Other movement options include **Jumping** (). All Heroes, regardless of their archetype or power choices, are capable of an exceptionally powerful vertical leap, which is very useful in bypassing obstacles and reaching higher elevations.

The **Follow** command () allows you to click on a fellow Hero and use this command to follow him wherever he goes (always assuming you can keep up with him).

Falling. All Heroes are capable of surviving jumps from a great height, but if you fall from a significant elevation you may take falling damage. You cannot, however, be killed by a fall ... you will always be left with at least one Hit Point after a fall.

Auto-Run (R) is a toggle that allows you to run long distances without having to continuously press the Forward key. When Auto-Run is engaged you will begin to run forward in the direction you are facing, and continue until you use the Auto-Run command again, or use the Backwards command. (If you come to an obstacle during Auto-Run, you will continue to try to run forward, but you won't make any real progress.) During Auto-Run you may adjust your direction by using the left and right turning keys. You may use Auto-Run in conjunction with Sprint or another movement power.

MOUSE LOOK

You may change your facing with the mouse. Right-click-and-hold, then move the mouse right or left, up or down to change the direction your Hero is facing. This can be used when you need to look up or down, or to change direction while moving.

MOVEMENT POWERS

Sprint. The Sprint power is an Inherent power possessed by all Heroes. When engaged, it significantly increases your running speed, although it does drain Endurance, unlike normal running. Your sprint speed is sufficient to outdistance most enemies, although they might be able to get a successful shot off at you in passing. Make sure you have enough Hit Points left to absorb any parting shots before trying to Sprint out of combat.





Advanced Movement. There are four powers that will significantly increase the rate at which your Hero can move around the city. Although they're not mandatory, it's pretty close to essential that your Hero select one of the four advanced movement power groups for his first Pool powers (see p. 28 and pp. 62-65).

Otherwise, your Hero will literally find that he can't keep up with other Heroes of the same level. The movement-related power groups are Flight, Leaping, Speed and Teleportation, and the specific powers within the groups that will accelerate your movement are (respectively), Fly, Super Jump, Super Speed and Teleport. If you wish to obtain these powers as quickly as possible, select your movement power group by Level 12, and your accelerated movement power at Level 14.

USING OBJECTS

To use a game-world object — open a door, pick up a clue during a mission, or speak to an NPC — simply position your mouse cursor over the object. The cursor will change into a blue hand over usable objects. To use the object, left-click on it. If it is possible for the object to be affected by your actions, this will automatically cause the appropriate effect.

Some complicated actions — for example, disarming bombs during a mission — are still initiated with a simple mouse-click, but they then require a certain amount of time to complete. It is wise to wait until the area is clear of all enemies before initiating a complicated action like disarming a bomb or searching a computer for a certain file.

FIGHTING, USING POWERS & OTHER ACTIONS

Click on this arrow to open and close your second tray.



Combat and many other actions are controlled by using your powers. Your powers, in turn, are controlled from the Power Tray.



Organize your Power Trays.

POWER TRAY

Your Power Tray is a line of 10 numbered circles. You can drag your power icons from your Power Window to your Power Tray, and arrange them in whatever order you prefer.

You actually have nine separate Power Trays, which you can toggle between by clicking on the arrows to the left of the Power Tray. You can also separate your Power Trays so that two are visible on screen at one time. To make two Power Trays visible, click on the up arrow at the top of the Power Tray. Click on the down arrow in the same position to return to a single visible Power Tray.

You can activate the powers from your Power Tray by clicking on the desired power with your mouse. Also, the visible Power Tray is automatically mapped to the number keys on your alpha-numeric keypad (the number keys on the numeric keypad to the right of your keyboard will not work), with **1** corresponding to the first slot of the Power Tray, **2** to the second and so on until **0**, which corresponds to the last slot on the tray. If you have two Power Trays visible on screen, the bottom one is mapped this way. The corresponding slots on the upper tray are mapped to **Alt 1** through **Alt 0**.

Key Bindings. In addition to powers, your Power Tray can also hold custom key bindings, which are combinations of commands custom designed by you, the player, and bound to a specific hotkey. The basic technique for creating key bindings is described on p. 109.

STAT BARS

Before you can learn how to attack your enemies, you need to know how to keep track of your own condition in combat. This is done through the three Stat Bars — green, blue and purple — in the top right corner of your screen. These bars keep track of (respectively) your



Watch your Stat Bar.

You can pass your mouse cursor over any of these bars to display a numerical representation of your current total vs. your maximum total. (Note that your maximum total Endurance will always be 100 points — the maximum total for the other bars will increase as you rise in level.)

Hit Point Bar. The green bar on top keeps track of your Hit Points — the amount of physical damage you can absorb from enemy attacks (and other miscellaneous hazards, e.g., falling damage). Its maximum length is constant, regardless of how many Hit Points you gain as your level increases. Your Hit Points are further discussed on p. 22.

Endurance Bar. The blue bar in the middle indicates your current Endurance reserves. The importance of Endurance in combat is further discussed on pp. 23-24.

Experience Bar. This bar tracks your progress in gaining experience toward the next level. Each time you “fill” this bar, it means you have advanced *one tenth* of the way to the next Security Level. Your total progress toward the next level is tracked by the ten oval “bubbles” (often called “bubs”) arrayed around the circle to the right of the Experience Bar. Each time you “fill” the Experience Bar, one of the bubbles will brighten, and the bar will reset itself for the next bubble. When all ten bubbles are brightened, you have earned a new level.

XP Debt. When you reach Level 5, you will start accruing Experience Debt when you are defeated in battle. If you have accrued Experience Debt, the approximate amount of debt you currently owe is shown by a shaded area of the Experience Bar (or, in extreme cases, shaded experience bubbles). Note that if all the bubbles between your current position and the next level are shaded, your debt can (and most likely does) extend into the next level. When you pass your mouse over the Experience Bar, it will show you your current amount of Experience Points towards the next level, the number of Experience Points needed to attain that level, and your total accrued debt. The amount of debt accrued depends on your level at the time of defeat. Until your debt is paid, your earned Experience will be divided between advancement and debt. In effect, debt slows your rate of advancement from Experience by half, until it is paid off.



STATESMAN SEZ:

MAKE SURE YOU USE YOUR POWERS IN A WAY THAT MESHES WITH YOUR TEAMMATES' POWERS, WITHOUT UNDERCUTTING THEM. FOR EXAMPLE, IF YOUR TEAMMATE IS A POWERFUL CONTROLLER WHO SPECIALIZES IN HOLDING LARGE CROWDS OF ENEMIES IMMOBILE SO THAT THEY CAN BE TAKEN OUT ONE AT A TIME, BE AWARE THAT A SINGLE, POORLY TIMED AREA-OF-EFFECT ATTACK CAN SNAP THEM ALL OUT OF IT IN AN INSTANT, UNDOING YOUR TEAMMATE'S WORK AND PUTTING YOU IN A VERY TIGHT SPOT.

USING YOUR POWERS

Most of the action in *City of Heroes* revolves around the ongoing battles between you and your heroic allies, and the many super-powered villains that infest Paragon City.

You conduct your battles by using your powers (controlled, as described above, from your Power Tray). Below is a general list of the broad effects of most of the powers in the game, and how they are used in combat. Note that some unique powers may fall outside of the categories below. Also note that some powers may combine effects from more than one of these categories — for example, a vampiric attack that damages the enemy and heals you at the same time, or an attack that stuns the enemy (a bind) if it hits.

Attack Powers. Deal damage to an enemy. Attack powers can be single-target or area of effect (damaging all targets within a given area). They can also be single-shot or damage-over-time (dealing damage to the enemy continuously for a certain amount of time).

Defense Powers. Prevent an enemy from damaging you or your allies, either by making it more difficult for them to hit you, or by reducing damage when they do hit you.

Binds & Taunts. Binds prevent a target from moving, or sometimes from attacking at all. Some powers can even cause a foe to temporarily switch sides. Taunts attempt to compel an enemy to stop attacking your ally and turn his attention to you instead.

Bufs & Heals. Bufs make you or your allies more effective in combat. Heals, of course, restore Hit Points that have been lost in combat.

Debuffs. Debuffs make enemies less effective in combat; for example, reducing the speed of their attacks, or the maximum amount of damage they can do.

Movement Powers. See pp. 16-17.

TAKING DAMAGE & RESTORING HIT POINTS

Lost Hit Points are replenished naturally at a relatively slow, but steady pace. (Of course, you can also rapidly recover Hit Points using healing powers or healing Inspirations.) When your Hit Points are completely exhausted, you are unable to fight or take most other actions — although you can converse with other players, and even trade (see **Trade**, p. 100) — which is useful if an ally wishes to give you a restoration Inspiration. While in this state you cannot heal any of your lost Hit Points, either naturally or through Hit Point-restoring powers or Inspirations. You must first restore yourself to consciousness before you can regain any lost Hit Points. This can be done through consciousness-restoring powers or Inspirations, or by teleporting yourself to the nearest hospital for restoration.

Hospitals. You will automatically be offered the chance to teleport to the hospital whenever you are reduced to zero Hit Points. If you accept this choice, you will be transported to the hospital in the zone you are in or, if the zone has no hospital, the last zone you were in that did.

After Security Level 4, you will incur Experience Debt if you are defeated in combat. See p. 20 for more on debt.



*Chiron Medical Center
in Atlas Park*

DAMAGE DISPLAYS IN COMBAT

During combat the game displays exactly how much damage you are taking, and how much you are dealing out to enemies. It also displays the amount of Hit Points regained if you are healed. The damage / healing appears over the head of the character taking it.

In addition to the color coding, damage is indicated by a minus sign, and healing by a plus sign before the number.

There are several types of damage in the game.

They are: *Smashing, Lethal, Fire, Cold, Energy, Psionic* and *Negative Energy*.

Heroes and Villains may have different resistances to different kinds of damage. If a single attack is producing mul-

Damage inflicted by you on an enemy.

Damage inflicted upon you.

Healing applied to your Hero, or Healing bestowed by your Hero on an ally.

Damage or healing inflicted by another character on another character.

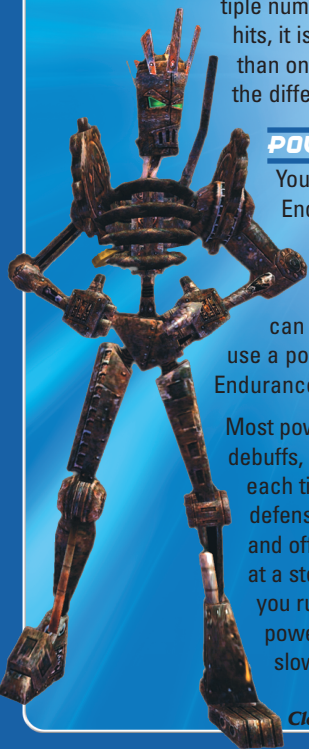
Damage or Healing numbers are color-coded.

multiple numbers above the head of the target when it hits, it is probably because that attack does more than one type of damage, and the game is tracking the different types separately.

POWERS, ENDURANCE & RECHARGE

Your powers are fueled by your personal Endurance reserves, displayed on your Endurance bar. Your Endurance is constantly renewing itself at a rapid rate, but if you are using your powers aggressively, it can be depleted even more rapidly. You cannot use a power if you do not possess sufficient Endurance reserves to fuel its use.

Most powers, including most attack powers, buffs and debuffs, deplete your Endurance by a certain amount each time they are used. Other powers, particularly defensive and movement powers, are toggled on and off. Once turned on, they will drain Endurance at a steady rate until either they are turned off or you run out of Endurance. Most of these toggle powers, by themselves, drain Endurance at a slower rate than you naturally regain it ... but if



you're running several toggled powers and aggressively using your attack powers, you can deplete your Endurance reserves very rapidly.

A few powers drain no Endurance at all, and are considered to be "always on." These include powers that increase your Healing rate, or that improve your rate of Endurance recovery. Although they are not the most glamorous powers in the game, they are usually well worth obtaining as early as possible.

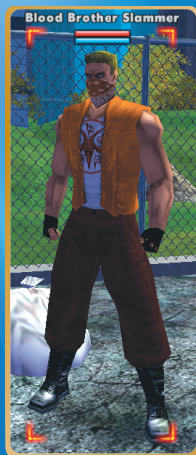
Recharge. Powers that are not either toggled or always on require a certain amount of time to "recharge" after they are used. The amount of time depends on the power in question, and on its enhancements. The power cannot be used again until its recharge time is complete. When a power begins to recharge, its icon in the Power Tray becomes small and dim. When the icon returns to full size and brightens, the power is ready to be used again. You will also get a message in your Chat Window when a power is fully recharged.

Some, but not all, toggled powers require a recharge time after they are turned off, before they can be reactivated.

TARGETING

Before you can attack or debuff an enemy, you must first target him. Even with most area-of-effect powers that affect more than one foe at the same time, you must still select a target to center the attack on. When you target an enemy, orange brackets appear around him. You will also see his name or function (e.g., "Gravedigger Slammer") and his current Hit Point and Endurance bars.

If you wish, you may also open an optional Target Window from the Menu Tab, which displays all the above information about the targeted enemy, as well as his level, gang affiliation and rank (see **Enemies**, p. 123, for more on



Targeting brackets

gang affiliation and rank). If you target an ally, the Target Window will display his or her superteam affiliation (if any), Origin and Archetype.

You may also target an ally to buff or heal, or a contact to initiate dialog. You can even target a civilian, but this won't do much except tell you his or her name.

COLOR CODING

When you target an enemy, pay special attention to the color of his name. This tells you how powerful that foe is compared to you.

Significantly less powerful than you. No contest.

Substantially less powerful than you. Should be easy.

Less powerful than you. Can be dangerous in groups, or to non-combat-oriented Heroes.

About your same power level. Depending on your archetype and powers, you may be able to handle several of these at once, or you may find a single enemy a challenge.

A bit ahead of your power level. Combat-oriented Heroes should engage solo only with caution, avoiding them when they're in large groups.

Substantially ahead of your power level. Only Heroes skilled in combat should attempt to engage one-on-one, and then only with extreme caution.

Significantly ahead of your power level.
Should not be engaged one-on-one.

Far ahead of your power level. Do not engage one-on-one. Purples near your level *may* be successfully engaged in groups.

COMBAT OPTIONS

Assist. If you're fighting as part of a team, and you want to focus your attacks for maximum efficiency, you can Assist one of your teammates, so that your Hero always attacks the same target as that teammate. To Assist a teammate, target that Hero as you enter combat, rather than one of the enemies. Your attacks will automatically be directed against whichever foe the Hero you are assisting has targeted.

Auto-Attack. If you prefer to rely on a single attack type, you can set that power to Auto-Attack, automatically going off as soon as it recharges. To set a power to Auto-Attack, press **[Control]** while right-clicking on that power in the Power Tray.

Queued Powers. While you are executing one power, you can tell your Hero which power to use next. The second power will be "Queued" and (if it's charged and ready), you will begin to execute it as soon as your first power is complete. You can only hold one power at a time in Queue.

Knockback. Some attack powers can knock their target off his feet, and push him away from the attacker, causing him to take time to get up and move back into position. This is called Knockback. If a power is capable of doing Knockback, the chance of a given target being knocked back is automatically calculated each time the power hits. A successful Knockback does no additional damage.

All the power sets are listed in this manual, beginning on p. 30. They begin with the Blaster primary power sets, then the Blaster secondary sets, and continue through the Controller, Defender, Scrapper and Tanker sets. The Pool powers are listed at the end.

Click, Toggle and Auto. Each power is described as "Click" (click once to use it), "Toggle" (click to turn it on, and again to turn it off), or "Auto" (it is always on, and consumes no Endurance). *Don't* forget to toggle off a toggle power when you don't need it — it'll keep burning precious Endurance as long as it's on.

BRIEF LIST OF POWERS TERMINOLOGY

Ally Another Hero

Confuse Target attacks his own allies. Target can be attacked. Target's allies will not attack the Confused target.

Disorient Target cannot attack, but can move (very slowly, in a dazed state). All Toggle powers are deactivated, but Auto powers remain unaffected. Flying targets will fall and can take falling damage.

Fear Target runs away from attacker

Hold Target cannot attack or move (walk, run, fly or swim). All Toggle powers are deactivated, but Auto powers remain unaffected. Flying targets fall and can take falling damage.

Immobilize Target cannot travel (walk, run, fly or swim), but can attack. Flying targets will not fall.

Sleep Target is rendered helpless, and cannot attack or move. Target will waken if hit with any other power. Flying targets will fall and can take falling damage.

Slow Target's movement and attack rate are slowed.

Snare Target's movement speed is reduced.

Teammate Another Hero on your team (some powers only affect teammates and not Allies).



STATESMAN SEZ:

THERE ARE THREE PARTS TO A WINNING BATTLE STRATEGY.

- 1) HAVING A POWERFUL ENOUGH ATTACK TO TAKE OUT THE ENEMY.
- 2) HAVING A POWERFUL ENOUGH DEFENSE TO PREVENT THE ENEMY FROM TAKING YOU OUT FIRST.
- 3) BALANCING YOUR ATTACK AND DEFENSE POWERS SO YOU DON'T RUN OUT OF ENDURANCE BEFORE THE ENEMY IS DISPOSED OF.

IN CONCENTRATING ON MAXING OUT 1 AND 2, DON'T FORGET ABOUT 3. THERE'S NOTHING MORE FRUSTRATING THAN BEING AHEAD IN A CLOSE BATTLE AGAINST A TOUGH FOE, WHEN SUDDENLY YOU RUN OUT OF ENDURANCE AND YOU'RE LEFT COMPLETELY HARMLESS AND DEFENSELESS FOR THE FEW CRUCIAL SECONDS THAT IT TAKES THE FOE TO TURN THE TABLES ON YOU.

POWER OUTER RING KEY

Every power icon has one of the following outer rings, to help show you what type of effect it has:



Player only (no ring)



Teammates only



Single target



Conical attack



Target plus surrounding area



Summon or drop



Area around you



Summon or drop that affects an area

LEVELING TABLE

To advance in level through the game, you must acquire Experience Points by winning fights and completing missions.

When you acquire enough experience to reach a new Security Level, you instantly receive a boost to your fighting effectiveness. However, before you can choose new powers or assume any of the other perks of an increased Security Level, you must first visit a trainer. In addition to the new character trainers – Ms. Liberty in Atlas Park and Backstreet Brawler in Galaxy City – there are six other trainers throughout various zones in Paragon City.

In addition to being able to add a power at every even level (through Level 32), there are other advantages that you gain as your Hero advances. You get additional slots for Enhancements (received at every level without a new power slot), additional slots for Inspirations, and the ability to select a title, as well as special perks like the ability to enter a new secure zone, the ability to start or join a Super Group (at Level 10), or the ability to take a sidekick (also at 10). A complete list of benefits gained when you train for each successive level follows.

** The third power in a pool cannot be chosen until you've picked either the first or second power in the pool. The fourth power in the pool cannot be chosen until you've picked at least two other powers in the pool.*

LEVEL	NEW POWER SLOTS	PRIMARY POWER AVAILABLE	SECONDARY POWER AVAILABLE	POOL POWER AVAILABLE	NEW ENHANCEMENT SLOTS	NEW INSPIRATION SLOTS	NEW TITLE
1	1 ST & 2 ND	1 ST & 2 ND	1 ST			3	
2	3 RD	3 RD	2 ND			1	
3					2	4	
4	4 TH		3 RD				
5					2		
6	5 TH	4 TH		1 ST , 2 ND (1 ST pool)			
7					2		
8	6 TH	5 TH		1 ST , 2 ND (2 ND pool)			
9					2		
10	7 TH		4 TH	1 ST , 2 ND (3 RD pool)		2	
11					2		
12	8 TH	6 TH		1 ST , 2 ND (4 TH pool)			
13					2		
14	9 TH			3 RD (all pools) *			
15					2		
16	10 TH		5 TH				Yes
17					2		
18	11 TH	7 TH					
19					2		
20	12 TH		6 TH	4 TH (all pools) *			
21					2		
22	13 TH						
23					2		
24	14 TH						
25					2	5	
26	15 TH	8 TH					Yes
27					2		
28	16 TH		7 TH				
29					2		
30	17 TH						
31					3		
32	18 TH	9 TH					
33					3		
34					3		
35	19 TH		8 TH				
36					3		
37					3		
38	20 TH		9 TH				
39					3		
40					3	5	
TOTAL AT LEVEL 40	20 TOTAL POWERS	9 PRIMARY POWERS AVAILABLE	9 SECONDARY POWERS AVAILABLE	4 POOLS AVAILABLE (4 EACH)	49 ENHANCEMENTS	20 INSPIRATION SLOTS	2 TITLES

BLASTER PRIMARY (RANGED)

ASSAULT RIFLE



BURST (CLICK) Quickly fires very long-range burst at a single target. Average damage, but rapid fire rate. Can reduce target's Defense.



SLUG (CLICK) Fires a single Slug at a targeted foe. Slower than firing a Burst, but deals more damage and can knock down foes.



BUCKSHOT (CLICK) Good at close range. Fires a cone of buckshot pellets and can knock some foes down.



M30 GRENADE (CLICK) Launches a long-range M30 grenade from your rifle. The area-effect explosion can knock foes back.



BEANBAG (CLICK) A single beanbag that can Disorient. Low damage and long reload, but most targets can't attack for a good while.



SNIPER RIFLE (CLICK) Deadly, very accurate, very long range and can knock down its target. Requires uninterrupted time to aim.



FLAMETHROWER (CLICK) Spews a cone of flames from your assault rifle to set foes on fire. Very accurate and deadly at medium range.



IGNITE (CLICK) Sprays a target location with accelerant to burn foes who pass through. Great for blocking doorways.



FULL AUTO (CLICK) Lays down a massive spray of bullets within a narrow cone. Very slow to reload.

ELECTRICAL BLAST



CHARGED BOLTS (CLICK) Hurls small bolts of electricity at foes, dealing damage and draining Endurance. Light damage, quick recharge.



LIGHTNING BOLT (CLICK) Sends a large blast of electrical energy at a foe. More damage but slower recharge than Charged Bolts.



BALL LIGHTNING (CLICK) Explodes on contact. Deals good damage in an area and also drains Endurance from each target it hits.



SHORT CIRCUIT (CLICK) Shocks all nearby foes. Low damage, but drains Endurance which they can't recover for quite a while.



AIM (CLICK) Greatly increases the Accuracy of your attacks for a few seconds. Slightly increases damage.



ZAPP (CLICK) A focused electrical sniper blast that can travel great distances with high Accuracy, and drains Endurance. Interruptible.



TESLA CAGE (CLICK) Confines the target, with minimal damage. Attacking the Held foe will not free him.



VOLTAIC SENTINEL (CLICK) A polarized electric field that hurls bolts of electricity at nearby foes. Foes that pass risk serious injury.



THUNDEROUS BLAST (CLICK) Devastates and drains all foes near target. Leaves you drained, Disoriented and unable to recover End.



POWER BOLT (CLICK) Rapidly hurls small bolts of energy at foes, sometimes knocking them down. Fast, but little damage.



POWER BLAST (CLICK) Much more powerful, slower version of Power Bolt. Power Blast can knock a foe back.



ENERGY TORRENT (CLICK) Unleashes a cone of energy that knocks foes back.



POWER BURST (CLICK) A short-range, but devastating attack.



SNIPER BLAST (CLICK) A focused blast that can travel great distances with high Accuracy. It can be interrupted.



AIM (CLICK) Greatly increases the Accuracy of your attacks for a few seconds. Slightly increases damage.



POWER PUSH (CLICK) This ranged attack deals little damage, but sends the target flying for a great distance.



EXPLOSIVE BLAST (CLICK) Hurls a blast of charged energy that violently explodes on impact, damaging all foes near the target.



NOVA (CLICK) Massive damage that sends nearby foes flying. Leaves you drained, Disoriented and unable to recover End.

FIRE BLAST



FLARES (CLICK) Throws Flares at the target. Little damage, but very fast.



FIRE BLAST (CLICK) Blasts a targeted foe and sets him on fire for a short time. Slower recharge than Flares, but more damage.



FIRE BALL (CLICK) Burns a targeted foe, and a nearby radius. Any foe in that area is burned and damaged over a short period of time.



RAIN OF FIRE (CLICK) Summons a fire storm over a targeted location that burns foes over a large area.



FIRE BREATH (CLICK) A cone of fire that burns all foes within its narrow diameter. Very accurate and very deadly at medium range.



AIM (CLICK) Greatly increases the Accuracy of your attacks for a few seconds. Slightly increases damage.



BLAZE (CLICK) A short-range, but devastating flame attack.



BLAZING BOLT (CLICK) A long range beam of Fire that blasts your foes. A bonus to hit, but can be interrupted.



INFERNO (CLICK) Unleashes a massive fiery explosion around you. Leaves you drained, Disoriented and unable to recover End.

ICE BLAST



ICE BOLT (CLICK) Pelts an enemy with small icy daggers; their chill Slows a foe for a time. Fast, but little damage.



ICE BLAST (CLICK) Hurls shards of ice at foes and Slows them. Slower recharge than Ice Bolt, but more damage.



FROST BREATH (CLICK) Unleashes a cone of frosty breath that can Slow your opponent. Very accurate and deadly at medium range.



AIM (CLICK) Greatly increases the Accuracy of your attacks for a few seconds. Slightly increases damage.



FREEZE RAY (CLICK) Damages and encases your foe in a block of ice. Attacking the Held foe will not free him.



ICE STORM (CLICK) Shred your foes with this Ice Storm. Lots of damage in a large area.



BITTER ICE BLAST (CLICK) Slower, but more powerful and damaging than Ice Blast. Slows your foe and can reduce his chance to hit.



BITTER FREEZE RAY (CLICK) Holds your opponent in ice. He can be attacked and remains helpless. He is very damaged and Slowed.



BLIZZARD (CLICK) Large area, high damage. Slows and reduces hit chance. Leaves you drained, Disoriented, unable to recover End.

BLASTER SECONDARY (SUPPORT)



WEB GRENADE (CLICK) Immobilizes most targets. No damage and doesn't prevent attacks, although attack rate is reduced.



CALTROPS (CLICK) Any foes that pass over the Caltrops move at a slower rate. They will also take some trivial Lethal damage.



TASER (CLICK) A high-voltage, low-amperage electrical charge that can Disorient most opponents, with minimal damage.



TARGETING DRONE (TOGGLE) Drone hovers just over your shoulder and emits tiny laser sights, significantly improving Accuracy.



SMOKE GRENADE (CLICK) Most foes in affected area can't see past melee range. If attacked, they see you, but have a penalty To Hit.



CLOAKING DEVICE (TOGGLE) You can only be seen at very close range unless you attack. If so, you still have a bonus to Defense.



TRIP MINE (CLICK) Foes that pass near the mine set it off, severely damaging all nearby foes and sending them flying.



TIME BOMB (CLICK) Explodes 15 seconds after placement, devastating all nearby foes and sending them flying.



AUTO TURRET (CLICK) Places stationary Turret that targets foe until he is down or out of range. Turret is armored, but can be destroyed.



POWER THRUST (CLICK) Focused attack that shoves the target and sends him flying. Minimal damage, but can be very effective.



ENERGY PUNCH (CLICK) Powerful focused punch that may Disorient your opponent.



BUILD UP (CLICK) Greatly boosts your attacks for a few seconds. Slightly increases Accuracy.



BONE SMASHER (CLICK) A slow attack, but good damage. It has a greater chance to Disorient than Energy Punch.



CONSERVE POWER (CLICK) After using this power, you use less Endurance for a while. Takes a very long time to recharge.



STUN (CLICK) Deals a bit of damage, but Disorients its targets a lot. This attack can Disorient most opponents.



POWER BOOST (CLICK) Greatly boosts secondary effects of your powers for your next couple of attacks.



BOOST RANGE (CLICK) Increases the range of your next few attacks.



TOTAL FOCUS (CLICK) Slow, devastating attack of massive damage that knocks out most foes. Weakens and leaves you Disoriented.



ELECTRIC FENCE (CLICK) Surrounds and Immobilizes a single target. Deals some damage over time and slowly drains Endurance.



CHARGED BRAWL (CLICK) Your electrically charged fists deliver this powerful punch. Charged Brawl can drain some Endurance.



LIGHTNING FIELD (TOGGLE) Emits a storm of electricity around yourself that constantly damages all nearby foes while active.



HAVOC PUNCH (CLICK) Slower than Charged Brawl, but makes up for it with a greater damage. It also drains more Endurance.



BUILD UP (CLICK) Greatly boosts your attacks for a few seconds. Slightly increases Accuracy.



LIGHTNING CLAP (CLICK) Can knock down most nearby foes, Disorienting many of them. Lightning Clap deals no damage.



THUNDER STRIKE (CLICK) Your target may be Disoriented and all nearby foes may be knocked down and take additional damage.



POWER SINK (CLICK) Drains Endurance from the bodies of all nearby foes, increasing your own Endurance. No foes, no gain.



SHOCKING GRASP (CLICK) Target left writhing in agony and helpless to defend himself. Also drains a lot of Endurance from the target.



RING OF FIRE (CLICK) Immobilizes your target in a Ring of Fire that deals some damage over time. Useful for keeping villains at bay.



FIRE SWORD (CLICK) Summons a Fire Sword that sets foes ablaze. Successful attacks will also do a slight damage over time.



COMBUSTION (CLICK) Spontaneously flames all nearby foes. Faster recharge, larger radius than Fire Sword Circle, but less damage.



FIRE SWORD CIRCLE (CLICK) You swirl a fiery sword about yourself, slashing and burning all nearby enemies.



BUILD UP (CLICK) Greatly boosts your attacks for a few seconds. Slightly increases Accuracy.



BLAZING AURA (TOGGLE) While active, you are surrounded by flames that continuously burn all foes who attempt to enter melee range.



CONSUME (CLICK) Consumes fuel from your nearby enemies to recover Endurance.



BURN (CLICK) Ignites the ground, freeing you from Immobilize. Foes in flames burn. You can Burn patches quickly, but End cost is high.



HOT FEET (TOGGLE) While active, you Snare nearby foes as they attempt to flee, and deal some damage over time.



CHILBLAIN (CLICK) Immobilizes target, dealing some damage over time and slightly Slowing him. Useful for keeping foes at bay.



FROZEN FISTS (CLICK) A quick melee attack that deals light damage. Your target is slightly Slowed.



ICE SWORD (CLICK) You can summon an Ice Sword that deals above average damage and can Slow foes.



CHILLING EMBRACE (TOGGLE) While active, you Slow all nearby foes' attack rate and movement speed.



BUILD UP (CLICK) Greatly boosts your attacks for a few seconds. Slightly increases Accuracy.



ICE PATCH (CLICK) The ground beneath your feet is frozen and slippery. Any foes that step on it will probably slip and fall.



SHIVER (CLICK) Blasts forth a wide cone of chilling air that significantly Slows the movement and attack rate of nearby foes.



FREEZING TOUCH (CLICK) Freezes target in his tracks. He can be attacked and will remain frozen. Deals minimal damage.



FROZEN AURA (CLICK) Freezes all nearby foes, encasing them in ice. Victims can break free if attacked. Frozen Aura deals no damage.

CONTROLLER PRIMARY (CONTROL)



STONE PRISON (CLICK) Immobilizes a single target, dealing Smashing damage over time. More resilient foes require multiple attacks.



FOSSILIZE (CLICK) Slowly crushes, dealing Smashing damage. The Fossilized victim is Held helpless and unable to defend himself.



STONE CAGES (CLICK) Immobilizes a group, with Smashing damage over time. Less damage than Stone Prison, but affects several foes.



QUICKSAND (CLICK) Any foes who pass through the targeted location will become snared and their movement significantly Slowed.



SALT CRYSTALS (CLICK) Targets within a large area remain encased within the salt for quite a while, but will break free if attacked.



STALAGMITES (CLICK) Stalagmites erupt around an enemy target and all nearby foes. Minimal Lethal damage, but can Disorient.



EARTHQUAKE (CLICK) Most foes that pass through the target location will fall down. Their Accuracy and Defense are also reduced.



VOLCANIC GASSES (CLICK) Foes that pass through targeted location take minor Fire damage. Thermal vents can Hold them.



ANIMATE STONE (CLICK) Summoned "ally" immune to Psionic damage. Lasts quite a while, will follow and can be healed and buffed.



RING OF FIRE (CLICK) Immobilizes target in a Ring of Fire. Deals Fire damage over time. More resilient foes may require multiple Rings.



CHAR (CLICK) Incapacitates a targeted foe at a distance by Charring him with smoldering soot and cinders.



FIRE CAGES (CLICK) Immobilizes a group, with Fire damage over time. Less damage than Ring of Fire, but affects several foes.



SMOKE (CLICK) Most foes in affected area can't see past melee range. If attacked, they see you, but have an Accuracy penalty.



HOT FEET (TOGGLE) While active, heats the earth in a large area around you, Slowing nearby foes as they attempt to escape.



FLASHFIRE (CLICK) Hurls Flashfire at a group of foes to Disorient them and deal some damage over time.



CINDERS (CLICK) Incapacitates a group of villains around you by whirling Cinders to choke and leave them helpless.



BONFIRE (CLICK) Drops a burning fire on the ground that knocks back and burns any foes who try to pass through it.



FIRE IMPS (CLICK) Summons 3 to 6 small Fire Imps to attack nearby foes. They last quite a while and can be healed and buffed.



CRUSH (CLICK) Immobilizes a single foe, including flying foes. Smashing damage over time and can Slow targets who escape.



LIFT (CLICK) Lifts a villain up, then slams him down for Smashing damage. Lift can even drop flying foes.



GRAVITY DISTORTION (CLICK) Renders target unable to take any action. Gravity Distortion deals Smashing damage to the target.



PROPEL (CLICK) Opens a portal and pulls in a heavy object that you can then levitate and Propel at foes.



CRUSHING FIELD (CLICK) Immobilizes multiple foes, including flying foes. Less damage than Crush, but affects multiple targets.



DIMENSION SHIFT (CLICK) Targeted teammate is completely intangible, is hard to see, and cannot affect or be affected by anyone.



GRAVITY DISTORTION FIELD (CLICK) Encompasses several foes, rendering them unable to take any action.



FOLD SPACE (CLICK) Teleports all teammates within 10,000 feet, on the same map, to you. Rescues fallen teammates.



WORMHOLE (CLICK) Targeted foe is sucked through a Wormhole and tossed out the other side, emerging at a location targeted by you.



CHILBLAIN (CLICK) Immobilizes target, dealing some damage over time and slightly Slowing his movement and attack speed.



BLOCK OF ICE (CLICK) Freezes target solid, but he can be attacked. Even powerful foes are Slowed and take Cold damage.



FROSTBITE (CLICK) Immobilizes target group, with minimal damage over time and slightly slowing them. Less damaging than Chilblain.



ARCTIC AIR (TOGGLE) Hides your team. It does not make you and your allies Invisible, but it makes them much harder to see as long as you don't get too close or don't attack. Even if discovered, Arctic Air grants a bonus to Defense. Arctic Air reduces your movement speed (but not your teammates').



SHIVER (CLICK) Blasts forth a wide cone of chilling air that significantly Slows the movement and attack rate of nearby foes.



ICE SLICK (CLICK) Most foes that pass through target location slip and fall. Those caught move significantly slower.



FLASH FREEZE (CLICK) Traps and damages target and nearby foes. Foes are freed if attacked. Only affects targets near the ground.



GLACIER (CLICK) Targets (near ground) are helpless, and can be attacked. Afterwards, they remain Slowed for a while.



JACK FROST (CLICK) Jack Frost attacks nearby foes with Ice powers. This entity will fight for you and can be healed and buffed.



SPECTRAL WOUNDS (CLICK) Target takes illusionary damage. If the victim survives, the illusion fades and some of the wounds heal.



BLIND (CLICK) Target is Held and takes damage. Other nearby foes may also be Blinded (for no damage), but escape if attacked.



DECEIVE (CLICK) Target attacks his allies. If executed before you are seen, you remain unnoticed. No experience for target's victims.



FLASH (CLICK) Blinds nearby foes. Flashed foes are rendered helpless and unable to defend themselves.



SUPERIOR INVISIBILITY (TOGGLE) You're impossible to detect, with a high Defense bonus. You can only execute powers that affect yourself.



GROUP INVISIBILITY (CLICK) You and nearby teammates are very hard to detect. Less powerful than Superior Invisibility, but affects group.



PHANTOM ARMY (CLICK) 2-4 Phantoms attack target. They aren't real and cannot be destroyed; their damage is like Spectral Wounds.



SPECTRAL TERROR (CLICK) All foes run away from illusionary spectre in Fear, and will not return until the illusion is gone.



PHANTASM (CLICK) Powerful Phantasm is real, and can be healed and buffed. The Phantasm can summon illusionary duplicates.



MESMERIZE (CLICK) Mesmerize painfully enraptures a target with psychic energy, rendering him unconscious. The target will remain asleep for some time, but will awaken if attacked.



LEVITATE (CLICK) Violently sends a villain straight up into the air, then slams him down for Smashing damage. Even flying targets can be dropped for falling damage.



DOMINATE (CLICK) Painfully tears at the mind of a single target foe. Dominate deals Psionic damage and renders a foe helpless, lost in his own mind and unable to defend himself.



CONFUSE (CLICK) Confuses a single foe to ignore you and attack his own allies. If you Confuse a target before your are seen, you won't be noticed. No experience for targets the Confused foe defeats.



MASS HYPNOSIS (CLICK) Puts a group of foes at a distance to Sleep. They Sleep for some time, but will awaken if attacked. No damage, but if done discreetly, targets won't be aware of your presence.



TELEKINESIS (TOGGLE) Gives a selected ally the ability to fly while you keep it active. You cannot use this power on yourself.



TOTAL DOMINATION (CLICK) Tears at the mind of a targeted foe and all foes nearby him. Total Domination renders its victims helpless, lost in their own mind and unable to defend themselves.



TERRIFY (CLICK) Strikes Fear in foes within a cone area in front of you and causes them to run away in terror.



MASS CONFUSION (CLICK) Creates chaos within a group of foes. All foes within the affected area will turn and attack each other, ignoring you. No experience for targets that Confused foes defeat.

CONTROLLER SECONDARY [BUFF]

EMPATHY

See Defender Primary Powers (Empathy), p. 42.

FORCE FIELD

See Defender Primary Powers (Force Field), p. 43.

KINETICS

See Defender Primary Powers (Kinetics), p. 44.

RADIATION EMISSION

See Defender Primary Powers (Radiation Emission), p. 44.

STORM SUMMONING

See Defender Primary Powers (Storm Summoning), p. 45.

DEFENDER PRIMARY (BUFF)

DARK MIASMA



TWILIGHT GRASP (CLICK) Slowly reduces target's Accuracy and damage, while healing you and nearby allies.



TAR PATCH (CLICK) Drops a large patch of viscous negative energy that significantly Slows enemies who run through it.



DARKEST NIGHT (TOGGLE) Decreases the damage potential of the target and all nearby foes, as long as you keep the power active.



HOWLING TWILIGHT (CLICK) Target and nearby foes are Slowed, Disoriented and drained of some life to revive nearby allies.



SHADOW FALL (TOGGLE) You and nearby allies are much harder to see, and have Defense bonuses if detected. You (alone) are slower.



FEARSOME STARE (CLICK) Instills tremendous Fear in all foes within cone, causing them to run away in terror.



PETRIFYING GAZE (CLICK) Petrifies a single targeted foe with a terrifying gaze. The victim is Held and Defenseless.



BLACK HOLE (CLICK) Foes in targeted area become completely intangible, are hard to see, and cannot affect or be affected by anyone.



DARK SERVANT (CLICK) Summons a Dark Servant that cannot move, but has an assortment of dark powers to weaken your foes.



HEALING AURA (CLICK) Restores Hit Points to you and nearby Heroes. Not as potent as Heal Other, but can heal multiple targets.



HEAL OTHER (CLICK) Heals a single targeted Hero ally.



ABSORB PAIN (CLICK) Heals an ally with some of your own Hit Points. You can't heal your own wounds by any means for a short while.



RESURRECT (CLICK) Revives a fallen Hero with full Hit Points, but no Endurance. This power can be interrupted.

EMPATHY



CLEAR MIND (CLICK) Frees an ally from Immobilization, Sleep, Hold and Disorient effects, and leaves him resistant for a good while.



FORTITUDE (CLICK) Greatly boosts an ally's Accuracy, damage potential, Defense and damage resistance. Protects against Psionics.



RECOVERY AURA (CLICK) Greatly boosts Endurance recovery of nearby Heroes for a short time. High Endurance cost, long recharge.



REGENERATION AURA (CLICK) Greatly boosts healing rate of nearby Heroes for a short time. High Endurance cost, long recharge.



ADRENALIN BOOST (CLICK) Empowers another Hero with virtually unlimited Endurance for a good while, but leaves you Disoriented.



PERSONAL FORCE FIELD (TOGGLE) You are virtually invulnerable, but while protected, your own Accuracy is severely reduced.



DEFLECTION SHIELD (CLICK) Protects ally from Lethal attacks for short time. Can be combined, but not with another of your Defl. Shields.



FORCE BOLT (CLICK) Sends a bolt of force energy that knocks down foes and deals some Smashing damage.



INSULATION SHIELD (CLICK) Protects ally from Fire, Cold, Energy & Neg. Energy. Can be combined, but not with another of your Ins. Shields.



DETENTION FIELD (CLICK) Target cannot be harmed, is Immobilized, and cannot attack or aid his allies. He can use powers on himself.



DISPERSION BUBBLE (TOGGLE) Boosts allies' Defense to all attacks but Psionic. Protects against Immobilize, Disorient and Hold.



REPULSION FIELD (TOGGLE) Creates a field that violently repels nearby foes. Each villain that is repelled costs additional Endurance.



REPULSION BOMB (CLICK) Projects an expanding force bubble around an ally that knocks down nearby foes.



FORCE BUBBLE (TOGGLE) Keeps all foes too far for melee attacks. Also distorts enemy attacks, reducing their chance to hit.

KINETICS



TRANSFUSION (CLICK) Converts target's Endurance into Hit Points for you and allies near the target.



SIPHON POWER (CLICK) Siphons damage potential from a targeted foe, increasing your own and that of your allies.



REPEL (TOGGLE) Creates a zone of Kinetic energy that violently repels foes. Endurance cost is based on number of foes repelled.



SIPHON SPEED (CLICK) Siphons the Speed from a targeted foe, reducing the movement speed, and increasing your own.



INCREASE DENSITY (CLICK) Target ally is slower, but freed and resistant to Disorient, Immobilize, Hold, Knockback and some damage.



SPEED BOOST (CLICK) Hastens targeted ally. Movement speed, attack rate and Endurance Recovery are all greatly increased.



INERTIAL REDUCTION (CLICK) Reduces your and all nearby allies' Inertia. Affected Heroes can jump incredible distances for a while.



TRANFERENCE (CLICK) Transfers some of target's Endurance to you and your allies near the target.



FULCRUM SHIFT (CLICK) Transfers nearby foes' combat power to allies. They do less damage; your team does more. The more, the better.

RADIATION EMISSION



RADIATION EMISSION (CLICK) Mends your allies' wounds. This power restores some Hit Points to you and all nearby Heroes.



RADIATION INFECTION (TOGGLE) Infects target and all foes that he contacts, until target dies or you stop. Reduces Accuracy and Defense.



ACCELERATE METABOLISM (CLICK) Boosts run, attack speed, recovery and damage of nearby allies. Allies are resistant to most effects.



ENERVATING FIELD (TOGGLE) Slowly damages and decreases the damage rate of the target and all nearby foes, until you stop.



MUTATION (CLICK) Revives and greatly boosts fallen ally, for a while. Then ally is significantly weakened, but still standing.



LINGERING RADIATION (CLICK) Emits Lingerin Radiation that reduces attack rate and movement speed of all foes near the target.



CHOKING CLOUD (TOGGLE) Nearby foes may be overcome with toxic radioactive gas, leaving them choking and helpless.



FALLOUT (CLICK) After you fall in battle, you can activate this power to deal massive damage to any foes near your body.



EM PULSE (CLICK) Incapacitates all foes over a large area. It burns a lot of Endurance and leaves you Disoriented.



GALE (CLICK) Calls a tremendous Gale that knocks down foes and deals some Smashing damage in a wide cone area.



O2 BOOST (CLICK) Heals targeted ally. The O2 boost can also protect the ally Hero from Sleep and Stun effects.



SNOW STORM (TOGGLE) While active, the chill can significantly Slow the attack and movement speed of the target and all nearby foes.



STEAMY MIST (TOGGLE) While it is active, you and nearby allies take less damage from Fire, Cold and Energy attacks, and it boosts stealth and Defense.



FREEZING RAIN (CLICK) Minimal Cold damage that Slows and might trip foes who pass through, reducing Defense and resistance.



HURRICANE (TOGGLE) Reduces range and Accuracy of nearby foes. Also, overwhelming winds continuously force foes away from you.



THUNDER CLAP (CLICK) Calls a tremendous Thunder Clap that Disorients most foes in a large area around you for quite a while.



TORNADO (CLICK) Tornado tosses foes into the air and hurls them, Disorienting them, with reduced Defense. Can cause panic in foes.



LIGHTNING STORM (CLICK) Storm releases lightning bolts that can knock down and damage foes near the strike, and cause panic.

DEFENDER SECONDARY (RANGED)

DARK BLAST



DARK BLAST (CLICK) A long-range blast of dark energy. Deals moderate damage and reduces the target's Accuracy.



GLOOM (CLICK) Slowly drains a target of life and reduces Accuracy. Slower than Dark Blast, but more damage over time.



MOONBEAM (CLICK) Reduces target's Accuracy. This is a sniper attack, best triggered from a distance as it can be interrupted.



DARK PIT (CLICK) No damage, but Disorients targeted foe and all those nearby for a good while.



TENEBOUS TENTACLES (CLICK) Foes in cone blast are slowly drained of life while tentacles Immobilize them and reduce Accuracy.



NIGHT FALL (CLICK) All foes in a narrow cone area with modest range take damage and have a reduced Accuracy.



TORRENT (CLICK) Minimal damage, but sends foes within the cone flying and reduces their Accuracy.



LIFE DRAIN (CLICK) Steals life from a targeted foe and reduces his Accuracy. Some of that life is then transferred to you.



BLACKSTAR (CLICK) Massive damage around you, reducing foes' Accuracy. It burns a lot of Endurance and leaves you Disoriented.

ELECTRICAL BLAST & ENERGY BLAST

See Blaster Primary Powers (Electrical Blast & Energy Blast), pp. 30-31.

PSYCHIC BLAST



MENTAL BLAST (CLICK) Deals moderate damage, and can slightly reduce a target's attack speed.



SUBDUE (CLICK) Deals moderate damage and may leave the target briefly Immobilized. Immobilized foes can't move but can attack.



PSIONIC LANCE (CLICK) Extreme long-range sniper attack with to-hit bonus, and can slow a target's attack rate. Can be interrupted.



PSYCHIC SCREAM (CLICK) Psionic energy resonates in the minds of all foes within its conical area, reducing their attack rate.



TELEKINETIC BLAST (CLICK) Blasts a targeted foe, tossing him like a rag doll.



WILL DOMINATION (CLICK) So painful, it usually renders its target unconscious. The victim is asleep, but will awake if disturbed.



PSIONIC TORNADO (CLICK) Tosses target and most nearby foes into the air. The Tornado damages foes and Slows their attack speed.



SCRAMBLE THOUGHTS (CLICK) Leaves the target significantly Disoriented for a short duration. Deals little damage.



PSYCHIC WAIL (CLICK) Severely wracks the minds of nearby foes. It burns a lot of Endurance, and you can't recover for a while.



NEUTRINO BOLT (CLICK) A very quick, but low damage attack. Neutrino Blast can reduce the target's Defense.



X-RAY BEAM (CLICK) Deals heavy damage. X-Ray Beam can bypass some Defenses and reduces the target's Defense.



IRRADIATE (CLICK) Damages nearby foes for a brief time. Can bypass some Defenses and severely reduces Defense.



ELECTRON HAZE (CLICK) A short-range cone blast that bypasses some Defenses and reduces Defense, and can knock down.



PROTON VOLLEY (CLICK) An extremely long-range sniper attack that bypasses some Defenses and reduces Defense.



AIM (CLICK) Greatly increases the Accuracy of your attacks for a few seconds. Slightly increases damage.



COSMIC BURST (CLICK) Attack is very short-range, but extremely devastating, and leaves most targets Disoriented.



NEUTRON BOMB (CLICK) Damages target and nearby foes. Can bypass some Defenses and reduces the target's Defense.



ATOMIC BLAST (CLICK) Devastating atomic attack to all nearby foes. It burns a lot of Endurance and leaves you Disoriented.

SCRAPPER PRIMARY (MELEE)

BROAD SWORD



HACK (CLICK) A quick sword attack than can reduce a target's Defense. Slower than Slash, but damage is higher.



SLASH (CLICK) A basic sword attack than can reduce a target's Defense. Relatively fast, but lower damage than Hack.



SLICE (CLICK) Swings your sword in a wide arc, slicing multiple foes in front of you.



BUILD UP (CLICK) Greatly boosts your attacks for a few seconds. Slightly increases Accuracy.



TAUNT (CLICK) Provokes and Taunts a foe to attack you. Use this to pull villains off of an ally in trouble.



PARRY (CLICK) The attack itself does little damage, but every successful hit increases your Defense to melee attacks.



WHIRLING SWORD (CLICK) This attack leaves nearby foes wounded and they will continue to take damage from their wounds.



DISEMBOWEL (CLICK) Deals lots of damage and can send your target flying upwards. Can also reduce a target's Defense.



HEAD SPLITTER (CLICK) Deals massive damage and can knock down foes. Can also reduce a target's Defense.

CLAWS



SWIPE (CLICK) A series of fast claw attacks that shred your opponent.



STRIKE (CLICK) A standard claw attack against a targeted foe.



SLASH (CLICK) Deals high damage, and reduces the target's Defense.



SPIN (CLICK) You spin around with claws extended, slicing all near-by enemies.



TAUNT (CLICK) Provokes and Taunts a foe to attack you. Use this to pull villains off of an ally in trouble.



FOLLOW UP (CLICK) A feint attack with moderate damage, but a successful hit gives you a large bonus on your next attacks.



FOCUS (CLICK) Projects a burst of focused power. Focus only travels a short distance, but it can also knock down foes.



EVISCERATE (CLICK) You spin and slash, attacking nearby foes in a wide arc in front of you, with a chance of bonus damage.



SHOCKWAVE (CLICK) Projects a wave that attacks multiple foes. Only travels a short distance, but it can knock down foes.



SHADOW PUNCH (CLICK) This quick punch deals moderate damage and reduces the target's Accuracy.



SMITE (CLICK) More powerful than Shadow Punch, Smite deals more damage and reduces Accuracy, but takes longer to recharge.



SHADOW MAUL (CLICK) Shadow Maul deals a lot of damage over a short time in a flurry of punches. Can reduce target's Accuracy.



TOUCH OF FEAR (CLICK) Touch your foe to trigger panic and Fear. This power is fairly accurate. Panicked foes have reduced Accuracy.



TAUNT (CLICK) Provokes and Taunts a foe to attack you. Use this to pull villains off of an ally in trouble.



SIPHON LIFE (CLICK) Steals life from a target and transfers some to you. A successful hit can reduce the target's Accuracy.



DARK CONSUMPTION (CLICK) Drains some life from your nearby enemies to recover Endurance.



SOUL DRAIN (CLICK) Drains life from nearby foes to increase your Strength. Each foe drained adds to your damage and Accuracy.



MIDNIGHT GRASP (CLICK) A brutal attack that exposes the target to Immobilizing tentacles that continue to drain the life from your foe.

KATANA



HACK (CLICK) A quick attack than can reduce a target's Defense. Relatively slow attack, but damage is good.



SLASH (CLICK) A basic katana attack than can reduce a target's Defense. Faster than a Hack, but less damage.



SLICE (CLICK) Swings your katana in a wide arc, slicing multiple foes in front of you.



BUILD UP (CLICK) Greatly boosts your attacks for a few seconds. Slightly increases Accuracy.



TAUNT (CLICK) Provokes and Taunts a foe to attack you. Use this to pull villains off of an ally in trouble.



PARRY (CLICK) Uses your katana's Defense. It does little damage, but every successful hit increases your Defense to melee attacks.



WHIRLING SWORD (CLICK) Whirls your katana around you, slicing nearby foes. Wounds continue to bleed for awhile.



DISEMBOWEL (CLICK) Deals lots of damage and can send your target flying upwards. Can also reduce a target's Defense.



HEAD SPLITTER (CLICK) Deals massive damage and can knock down foes. Can also reduce a target's Defense.

MARTIAL ARTS



THUNDER KICK (CLICK) A typical martial arts attack that may Disorient its target.



STORM KICK (CLICK) Unleashes a flurry of quick kicks to pummel your foe.



COBRA STRIKE (CLICK) This focused attack can severely Disorient most targets, as well as deal some damage.



FOCUS CHI (CLICK) Taps into your inner chi to make you more accurate and deadly for a short while. Slightly increases Accuracy.



WARRIORS CHALLENGE (CLICK) Challenges and Taunts a foe to attack you. Use this to pull villains off of an ally in trouble.



CRANE KICK (CLICK) A slow, high-damage kick that can send your target flying!



CRIPPLING AXE KICK (CLICK) This sharp kick can cripple your opponent. It Slows his movement and can Immobilize him.



DRAGONS TAIL (CLICK) A low spinning kick that pummels all nearby foes and knocks them down.



EAGLES CLAW (CLICK) A devastating kick that can severely Disorient most opponents. It also has a chance of dealing extra damage.



BARB SWIPE (CLICK) Several quick swipes from your spines, dealing minor damage and damage over time. Spine poison Slows foes.



LUNGE (CLICK) Stabs a foe with a large spine on your arm. Lunge is a standard attack that stabs a targeted foe and poisons him.



SPINE BURST (CLICK) Flings dozens of spines that only travel a short distance, but impaled foes can be Slowed by toxins.



BUILD UP (CLICK) Greatly boosts your attacks for a few seconds. Slightly increases Accuracy.



TAUNT (CLICK) Provokes and Taunts a foe to attack you. Use this to pull villains off of an ally in trouble.



IMPALE (CLICK) Impales target with a single large spine. The neural toxin in this spine completely Immobilizes most foes.



QUILLS (TOGGLE) While active, you constantly toss dozens of spines out of your body that damage and poison all foes at close range.



RIPPER (CLICK) Attacks all foes in a wide arc in front of you. Deals massive damage and can knock down and Slow foes.



THROW SPINES (CLICK) Throws dozens of spines in a wide cone arc, impaling a group of foes. Impaled foes are significantly Slowed.

SCRAPPER SECONDARY (DEFENSE)

DARK ARMOR



DARK EMBRACE (TOGGLE) Gives resistance to Lethal, Smashing and Negative Energy damage. Can't be used with other two shields.



DEATH SHROUD (TOGGLE) Continuously deals Negative Energy damage to all foes in melee range.



MURKY CLOUD (TOGGLE) Gives resistance to Fire, Cold, Energy and Negative Energy damage. Can't be used with other two shields.



OBSIDIAN SHIELD (TOGGLE) Gives resistance to Psionic damage, Sleep and Disorient effects. Can't be used with other two shields.



DARK REGENERATION (CLICK) Drains a small amount of life from each nearby foe to heal you. The more foes, the more healing.



CLOAK OF DARKNESS (TOGGLE) Only detectable at very close range, or if you attack. It gives a bonus to Defense.



CLOAK OF FEAR (TOGGLE) While active, foes are afraid to approach you. Most will run away in terror and try to keep their distance.



OPPRESSIVE GLOOM (TOGGLE) Drains a small amount of Hit Points from you, to keep nearby foes Disoriented. Can be dangerous.



SOUL TRANSFER (CLICK) When you fall, activate this to draw life from nearby foes and bring yourself back from the brink of death.

INVULNERABILITY

See Tanker Primary Powers (*Invulnerability*), p. 55.

REGENERATION



FAST HEALING (AUTO) Heals at a faster rate. This power is always on and does not need to be activated.



RECONSTRUCTION (CLICK) You can concentrate for a few moments to heal yourself.



QUICK RECOVERY (AUTO) You naturally recover Endurance at a faster rate. This power is always on and doesn't need to be activated.



RESIST DISORIENTATION (TOGGLE) While this toggle power is active, you are highly resistant to the effects of Disorientation.



INTEGRATION (CLICK) Gives you resistance to Knockback, Disorient, Hold, Sleep and Immobilization for a short duration.



DULL PAIN (CLICK) Increases your maximum Hit Points for a short time.



INSTANT HEALING (TOGGLE) Regenerates damage at an astounding rate. However, this power is draining, and recharge time is long.



REVIVE (CLICK) If you fall, you return with half Hit Points and no Endurance.



MOMENT OF GLORY (CLICK) You're nearly invincible for a short time. Recovery and resistances are boosted. Cost is nearly all Hit Points.



FOCUSED FIGHTING (TOGGLE) This toggle power boosts your Defense against melee attacks.



FOCUSED SENSES (TOGGLE) This toggle power boosts your Defense against ranged attacks.



AGILE (AUTO) You're innately more Agile, and tend to evade ranged attacks. This permanent attribute doesn't need to be activated.



PRACTICED BRAWLER (CLICK) Boosts your resistance to Knockback, Disorient Hold, Sleep and Immobilization for a short duration.



DODGE (AUTO) You are innately more able to Dodge melee attacks. This is a permanent attribute and doesn't need to be activated.



QUICKNESS (AUTO) Increases your attack rate and movement speed. This permanent attribute doesn't need to be activated.



LUCKY (AUTO) You tend to escape area of effect and cone attacks. This is a permanent attribute and doesn't need to be activated



EVASION (TOGGLE) Prepares you to avoid area of effect attacks, greatly increasing your Defense to those attacks.



ELUDE (TOGGLE) You are virtually impossible to hit; your speed and jumping are boosted. You cannot attack foes or assist your allies.

TANKER PRIMARY [DEFENSE]

FIERY AURA



BLAZING AURA (TOGGLE) While active, you are surrounded by flames that burn all foes who attempt to enter melee range.



FIRE SHIELD (TOGGLE) Gives good resistance to Lethal and Smashing damage, less resistance to Fire and minimal resistance to Cold.



HEALING FLAMES (CLICK) Heals you and protects you from Disorientation for a while.



TEMPERATURE PROTECTION (AUTO) Gives strong resistance to Fire damage, and some resistance to Cold damage as well.



CONSUME (CLICK) Transfers Endurance from nearby foes to you. The more foes, the more Endurance. Foes suffer minimal Fire damage.



PLASMA SHIELD (TOGGLE) While active, gives you resistance to Energy and Negative Energy, as well as Fire damage.



BURN (CLICK) Ignites a quick-burning fire at target location that frees you if Immobilized. Foes who enter flames take severe damage.



FIERY EMBRACE (CLICK) Significantly boosts the damage of all your Fire attacks for quite a while.



RISE OF THE PHOENIX (CLICK) Revives you, blasting and knocking down nearby foes. You are healed, but can't attack or recover Endurance.

ICE ARMOR



FROZEN ARMOR (TOGGLE) Smashing and Lethal attacks against you less accurate; resists Cold damage. Can't be used with other 4 shields.



HOARFROST (TOGGLE) Covers you in a thick layer of frost that can absorb impacts, effectively increasing your Hit Points.



CHILLING EMBRACE (TOGGLE) While active, Slows the attack rate of all nearby foes, as well as their movement speed.



WET ICE (TOGGLE) All but immune to Disorient, Immob., Hold; resistant to most attacks, Cold. Can't be used with other 4 shields.



PERMAFROST (AUTO) Strong resistance to Cold; some resistance to Fire damage as well. This is a permanent attribute.



ICICLES (TOGGLE) When active, forms sharp icicles on your body that continuously cut all foes that attempt to enter melee range.



GLACIAL ARMOR (TOGGLE) Energy, Negative Energy attacks less accurate; cold less harmful. Can't be used with other 4 shields.



ENERGY ABSORPTION (CLICK) Converts nearby foes' Endurance into higher Defense for you. The more foes, the better your Defense.



HIBERNATE (TOGGLE) When active, you can't act or be affected. You heal rapidly, emerging at will. Can't be used with other 4 shields.



RESIST PHYSICAL DAMAGE (AUTO) Naturally tough and resistant to Smashing and Lethal damage. This is a permanent attribute.



TEMP INVULNERABILITY (CLICK) Gives high resistance to Smashing and Lethal damage for a short duration.



DULL PAIN (CLICK) Increases your maximum Hit Points for a short time.



RESIST ELEMENTS (AUTO) You are naturally insulated and resistant to Fire and Cold damage. This is a permanent attribute.



UNYIELDING STANCE (TOGGLE) You can't move, but are highly resistant to Sleep, Hold, Knockback and Disorient while it's active.



RESIST ENERGIES (AUTO) You are naturally resistant to Energy and Negative Energy damage. This is a permanent attribute.



INVINCIBILITY (TOGGLE) While active, gives Defense bonus (except vs. Psionic attacks) and Accuracy bonus, for each foe in melee range.



TOUGH HIDE (AUTO) Your thickened skin makes you much tougher to hit. This permanent attribute does not need to be activated.



UNSTOPPABLE (CLICK) Extremely resistant to most damage, Disorient, Immobilization, Hold and Sleep. Leaves you drained.



ROCK ARMOR (TOGGLE) While active, highly resistant to Smashing and Lethal attacks. Can't be used with other Stone Armors.



STONE SKIN (AUTO) Naturally resistant to Smashing and Lethal damage. This is a permanent attribute.



EARTH'S EMBRACE (CLICK) Activating this power increases your maximum Hit Points.



MUD POTS (TOGGLE) While active, nearby foes are snared in the Mud. Also gives damage over time.



ROOTED (TOGGLE) While active, you are resistant to Knockback, Hold and Disorient, but you can't move.



BRIMSTONE ARMOR (TOGGLE) While active, you're highly resistant to Fire and Cold damage. Can't be used with other Stone Armors.



MINERAL ARMOR (TOGGLE) While active, Psionic attacks less likely to hit. Can't be used with other Stone Armors.



CRYSTAL ARMOR (TOGGLE) While active, Energy and Negative Energy attacks are less likely to hit. Can't be used with other Stone Armors.



GRANITE ARMOR (TOGGLE) Almost invulnerable, but Slowed, can't fly, and reduced Accuracy. Can't be used with other Stone Armors.

TANKER SECONDARY (MELEE)



GASH (CLICK) Gashes a foe with your battle axe. This attack is fairly quick for such a large weapon, and can knock down foes.



CHOP (CLICK) Deals heavy damage, although it is much slower than Gash. This attack can knock an opponent back.



TAUNT (CLICK) Provokes and Taunts a foe to attack you. Use this to pull villains off an ally in trouble.



BEHEADER (CLICK) Swings battle axe at neck level. Deals very high damage, and can send a target flying. However, also very slow.



BUILD UP (CLICK) Greatly boosts your attacks for a few seconds. Slightly increases Accuracy.



SWOOP (CLICK) A powerful upwards Swoop that deals lots of damage and can really send your target flying upwards.



WHIRLING AXE (CLICK) Whirls battle axe around you, slicing nearby foes. Moderate damage and can knock foes back.



CLEAVE (CLICK) An extremely devastating overhead attack that deals massive damage and can knock down foes.



PENDULUM (CLICK) Swings battle axe in a wide arc in front of you. All foes in its arc are dealt a serious blow, and are sent flying.



SCORCH (CLICK) Engulfs your hands in flames, igniting the target.



FIRE SWORD (CLICK) Summons a Fire Sword that sets foes ablaze. Successful attacks will also inflict a slight damage over time.



TAUNT (CLICK) Irritates and Taunts a foe to attack you. Use this to pull villains off an ally in trouble.



COMBUSTION (CLICK) Sets nearby foes ablaze. Faster recharge and much larger radius than Fire Sword Circle, but less damage.



BREATH OF FIRE (CLICK) A cone of fire that burns all foes within its narrow cone. Very accurate and very deadly at close range.



BUILD UP (CLICK) Greatly boosts your attacks for a few seconds. Slightly increases Accuracy.



FIRE SWORD CIRCLE (CLICK) Swirls a fiery sword about yourself, slashing and burning all enemies nearby.



INCINERATE (CLICK) This concentrated attack violently sets a foe on fire and deals lots of damage over time.



GREATER FIRE SWORD (CLICK) Summons a more powerful and massive Fire Sword.

ICE MELEE



FROZEN FISTS (CLICK) Quick, light melee damage. Target is slightly Slowed.



ICE SWORD (CLICK) Summons an ice sword that deals above average damage and can Slow foes.



TAUNT (CLICK) Provokes and Taunts a foe to attack you. Use this to pull villains off an ally in trouble.



FROST (CLICK) Attacks in a very short cone to slowly chill your target over time, dealing damage and Slowing him.



BUILD UP (CLICK) Greatly boosts your attacks for a few seconds. Slightly increases Accuracy.



ICE PATCH (CLICK) Freezes the ground at your feet. Any foes that step on this Ice Patch will probably slip and fall down.



FREEZING TOUCH (CLICK) Freezes target in his tracks, plus minimal damage. He can be attacked and will remain frozen and helpless.



GREATER ICE SWORD (CLICK) A more powerful and deadly Ice Sword. Like Ice Sword, it can Slow your foe.



FROZEN AURA (CLICK) Freezes nearby foes, but the victims can break free if they are disturbed. Frozen Aura deals no damage.

ENERGY MELEE



BARRAGE (CLICK) Deals little damage, but rapid recharge. Combined with Energy Punches, Barrage may Disorient a target.



ENERGY PUNCH (CLICK) Powerful focused punch that may Disorient your opponent.



TAUNT (CLICK) Provokes and Taunts a foe to attack you. Use this to pull villains off an ally in trouble.



BONE SMASHER (CLICK) A slow attack, but makes up for it with a greater damage. Greater chance to Disorient than Energy Punch.



WHIRLING HANDS (CLICK) Launches a dizzying attack against nearby foes. Some affected targets may be Disoriented.



STUN (CLICK) Deals a little bit of damage, but Disorients its targets a lot. This attack Disorients most opponents.



BUILD UP (CLICK) Greatly boosts your attacks for a few seconds. Slightly increases Accuracy.



ENERGY TRANSFER (CLICK) An immensely powerful attack that takes Hit Points from you and adds them to your damage.



TOTAL FOCUS (CLICK) Deals massive damage and knocks out most opponents. Weakens you and leaves you Disoriented for a while.



STONE FIST (CLICK) Punches your foes with mighty Stone Fists. A fairly swift attack that may Disorient your opponent.



STONE MALLET (CLICK) Summons a Stone Mallet from the very earth. Stone Mallet deals moderate damage and can knock down foes.



TAUNT (CLICK) Provokes and Taunts a foe to attack you. Use this to pull villains off an ally in trouble.



HEAVY MALLET (CLICK) Slow, but deals heavy damage, and has a good chance to knock down foes.



BUILD UP (CLICK) Greatly boosts your attacks for a few seconds. Slightly increases Accuracy.



FAULT (CLICK) A short-range attack in a small area that can knock down foes and may leave some targets Disoriented for a while.



HURL BOULDER (CLICK) This short-range boulder deals medium damage and can knock opponents back.



TREMOR (CLICK) Shakes the very earth itself, damaging and knocking back everything in a nearby area.



SEISMIC SMASH (CLICK) Smashes your foes and deals tremendous damage. The victim is knocked out cold and rendered helpless.



JAB (CLICK) A short quick punch. Deals little damage, but is quick and has a chance to Disorient the target.



PUNCH (CLICK) A powerful pummeling attack that may knock a foe off his feet.



TAUNT (CLICK) Provokes and Taunts a foe to attack you. Use this to pull villains off an ally in trouble.



HAYMAKER (CLICK) A slow attack, but makes up for it with a greater damage and a high chance of Knockback.



HAND CLAP (CLICK) A shockwave that can knock down most nearby foes; many of those knocked down are Disoriented. No damage.



KNOCKOUT BLOW (CLICK) A slow attack that deals little damage, but can knock out most opponents.



RAGE (CLICK) Your attacks are much deadlier. After Rage wears off, you are severely weakened, Disoriented and easier to hit.



HURL (CLICK) Picks up and throws nearby objects — if nothing else is handy, a piece of concrete flooring! Can knock foes back.



FOOT STOMP (CLICK) Shakes the very earth itself with a super Foot Stomp, attacking everything in a nearby area.



BASH (CLICK) Smashes your opponent with your medieval mace. This quick attack can sometimes Disorient your opponent.



PULVERIZE (CLICK) Solid damage that can sometimes Disorient your opponent. Slower than a Bash, but deals more damage



TAUNT (CLICK) Provokes and Taunts a foe to attack you. Use this to pull villains off an ally in trouble.



CLOBBER (CLICK) Clobbers your foe with your mace. Little damage, but can leave your foe Disoriented for a very long time.



BUILD UP (CLICK) Greatly boosts your attacks for a few seconds. Slightly increases Accuracy.



JAWBREAKER (CLICK) Slams your foe on the chin and sends him flying straight up into the air.



WHIRLING MACE (CLICK) Whirls your Mace around you, smashing all nearby foes. Affected targets may be Disoriented.



SHATTER (CLICK) Deals great damage and can knock foes back a great ways. Recharge is slow.



CROWD CONTROL (CLICK) Swings your mace in a wide arc in front of you. Foes in its arc are dealt a serious blow, and knocked down.

INHERENT POWERS



BRAWL (CLICK) When all else fails, you still have your two fists to depend on.



REST (TOGGLE) Activate Rest to heal Hit Points and recover Endurance. Activate this when you are away from combat and danger. It takes a few seconds before you start to recuperate. While resting you cannot attack, and you are extremely vulnerable to attack and damage. You can stop Resting at any time.



SPRINT (TOGGLE) Sprint allows you to travel, or run away, slightly faster than normal at a slight Endurance drain.

POOL POWER AVAILABILITY

Your First Pool Set is available at Level 6. You can choose either of the first two powers in the Pool Set you select. The second Pool Set is available at Level 8, the third at Level 10, and the fourth at Level 12.

You must be Level 14 and have taken one of the first two powers in a Pool Set before choosing the third power in the Pool Set.

You must be Level 20 and have taken any two other powers in the Pool Set before choosing the fourth power in the Pool Set.

POOL POWER SETS

CONCEALMENT



STEALTH (TOGGLE) You can only be seen at very close range. You can attack, but if you do so, you will be discovered. Even if discovered, you are still hard to see and have a bonus to Defense, but your movement speed is reduced.



GRANT INVISIBILITY (CLICK) Gives targeted ally full Invisibility for a short while. While Invisible, he can't be detected unless he attacks. If discovered, he is still hard to see and has a bonus to Defense.



INVISIBILITY (TOGGLE) While this is active, you are all but impossible to detect and have a Defense bonus. However, while Invisible, you cannot attack, and can only use powers that affect yourself.



PHASE SHIFT (TOGGLE) You Phase Shift to go out of sync with normal space. Although you do not become completely Invisible, you are translucent and hard to see. You become intangible, and cannot affect or be affected by those in normal space.

FIGHTING



BOXING (CLICK) A decent punch that has a small chance to Disorient foes.



KICK (CLICK) A modest kicking attack that has a small chance to knock opponents down.



TOUGH (TOGGLE) While active, you are tough and slightly resistant to Smashing and Lethal damage.



WEAVE (TOGGLE) While active, you bob and weave, and increase your Defense to melee and ranged attacks.

FITNESS



SWIFT (AUTO) You can naturally travel slightly faster than normal. This ability is an Auto power; it does not cost Endurance and does not need to be activated.



HURDLE (AUTO) You can naturally jump higher than normal. This ability is an Auto power; it does not cost Endurance and does not need to be activated.



HEALTH (AUTO) You heal slightly faster than a normal person. This ability is an Auto power; it does not cost Endurance and does not need to be activated.



STAMINA (AUTO) You recover your Endurance a bit more quickly. This ability is an Auto power; it does not cost Endurance and does not need to be activated.



HOVER (TOGGLE) For hovering and aerial combat. It is much slower than normal Fly, but provides some Defense, offers good air control, costs almost no Endurance, and has none of the penalties associated with Fly. Hover when fighting other flying foes.



AIR SUPERIORITY (CLICK) This two-handed overhead melee attack nearly always knocks a flying target to the ground.



FLY (TOGGLE) Allows you to travel large distances quickly, but it burns a lot of Endurance and you will fall if you run out before landing. Your Fly speed increases with your level. Note that your Accuracy while using Fly is reduced. Hover is a more effective Flight power for aerial combat.



GROUP FLY (TOGGLE) You can endow nearby teammates with flight. Be mindful! Your friends will fall if you run out of Endurance or if they travel too far away from you. Group Fly is slower than Fly, but costs less Endurance. However, each teammate you carry costs additional Endurance. Flying Heroes suffer from reduced Accuracy.



MANEUVERS (TOGGLE) While active, this power increases the Defense of nearby teammates.



ASSAULT (TOGGLE) While this power is active, you empower your nearby teammates with a bonus to damage.



TACTICS (TOGGLE) While this power is active, you grant nearby teammates an Accuracy bonus.



VENGEANCE (CLICK) When you are defeated and activate this power, you give your teammates Defense, Accuracy and damage bonuses.

LEAPING



JUMP KICK (CLICK) A good jumping kick attack that can knock an opponent back. Good if you are looking for another attack power.



COMBAT JUMPING (TOGGLE) While active, Combat Jumping increases your Defense. Also moderately increases your jump height and distance with good air control.



SUPER JUMP (TOGGLE) While this is active, you can leap great distances and heights, easily Jumping over buildings and from rooftop to rooftop.



ACROBATICS (TOGGLE) While this is active, you are nimble and Acrobatic, avoiding most Knockback effects and resistant to Hold effects.

MEDICINE



AID OTHER (CLICK) Heals a single targeted Hero. This power is interruptible, so you shouldn't use this in combat.



STIMULANT (CLICK) Frees an ally from Immobilization, Sleep, Disorient or Hold effects, leaving him briefly resistant to such effects. This is interruptible and shouldn't be used in the heat of combat.



AID SELF (CLICK) Allows you to heal yourself. This power is interruptible.



RESUSCITATE (CLICK) Revives a fallen Hero, but he is very weak and must rest to regain his strength. This power is interruptible.

PRESENCE



CHALLENGE (CLICK) Challenges a foe to attack you. Use this to pull a villain off an ally in trouble or away from a mob of foes. Not as effective as a typical Tanker or Scrapper Taunt power.



PROVOKE (CLICK) Attracts the attention of a foe and all those around him. Use this to pull villains off an ally in trouble.



INTIMIDATE (CLICK) Threatens a single foe and scares him away for a brief while.



INVOKE PANIC (CLICK) Causes sheer terror in foes around you so that they run away.



FLURRY (CLICK) Unleashes a super fast flurry of punches to pummel your foe.



HASTEN (CLICK) Reduces the recharge time of all powers for 120 seconds. Although Hasten doesn't cost any Endurance to activate, you can tire easily because Endurance does not recover more quickly. After Hasten wears off, you become tired and will lose some Endurance.



SUPER SPEED (TOGGLE) You run at super-human speeds. While running at Super Speed, you suffer an Accuracy penalty, but you are also much harder to hit.



WHIRLWIND (TOGGLE) You spin at an amazing speed to create a Whirlwind around yourself. Any foes that enter this Whirlwind will be tossed into the air.



RECALL FRIEND (CLICK) Teleports one of your teammates to a targeted location next to you. The target must be a teammate and can be selected from the Team Window. You can also rescue a fallen teammate who may be in a hostile or inaccessible location, as long as he is on the same map. This power can be interrupted.



TELEPORT FOE (CLICK) Teleports a single targeted foe directly next to you. A successful hit must be made in order to Teleport the target, and more powerful foes cannot be Teleported. This power can be interrupted.



TELEPORT (CLICK) Teleports long distances. Teleport has no recharge time, and can be reactivated without pause, as long as you have Endurance.



TEAM TELEPORT (CLICK) Teleports you and your nearby teammates (even those defeated) to a targeted location. Teammates must be in close proximity to you. This process can be quite a strain on you; each teammate teleported adds to the Endurance cost. This power can be interrupted.

INFLUENCE

Whenever you defeat an enemy or complete a mission, you receive Experience Points (see **Leveling Table**, p. 28) and Influence Points. The greater the deed, the greater the Influence you receive. You may use your Influence to acquire Enhancements and Inspirations. You may also trade Influence with other Heroes. Influence represents the respect you've earned from Paragon City, its citizens and your fellow Heroes, and you use it to improve your ability to combat the forces of evil. Once accrued Influence is used, it is gone for good.

You can acquire Enhancements and Inspirations using Influence from Hero Corp representatives (look for uniformed Heroes, usually near a trainer or Signature Hero), from your Contacts, or from Stores located throughout Paragon City.

It is possible to lose Influence if you suffer a crucial defeat, or fail in certain important tasks.

ENHANCEMENTS

Enhancements may be received as a reward when you win a battle. They may also be traded with other Heroes, or acquired with Influence.

Enhancements increase the effectiveness of your powers. They are not permanent, but they do have the potential to last for several levels before needing to be replaced.

You receive new Enhancement Slots at every level without a new power slot. It is up to you to decide which of your powers will receive the new Enhancement Slots. The more Enhancement Slots you attach to a power, the more aspects of that power that can be enhanced. To

place an Enhancement, just click-and-drag it to a slot in the appropriate power. Once an Enhancement is placed in a slot, it is locked there. It cannot be moved, but it can be discarded. (To discard an Enhancement — an action usually performed when that Enhancement is no longer effective — from the Enhancement screen, click and drag it with your mouse to the trashcan at the lower left corner of the screen.)

In addition to the Enhancements you assign to powers, you have an inventory of 10 slots in which you can carry unassigned Enhancements. Enhancements in inventory that you have no use for may be turned in at a Store, in exchange for Influence. To find out if you can use an Enhancement in Inventory with any of your current powers, just click and hold on the Enhancement. If a power is compatible with it, the power's Enhancement slots will highlight green; otherwise they will shade to gray.

If you don't currently have any room in your Power Tray for more Enhancements, the word "Enhancement" will turn red.

There are twenty-eight different types of Enhancements. They have various names, depending on their Origins, but each type is color-coded. The twenty-eight are listed below, with a corresponding colored emblem. Unless otherwise noted, the name of the Enhancement indicates the kind of power that it improves. Note that some Enhancements can be used with a broad range of different powers, while others are highly specific, applying only to a very few powers.

Each Enhancement's outer ring defines its Origin(s). There are eleven possible types of outer rings — generic, five single-Origin and five dual-Origin. The list of twenty-eight types of Enhancements (on the next two pages) all have the generic ring. Following that, all the different rings and ring combinations are illustrated.

TYPES OF ENHANCEMENTS



Accuracy increases the Accuracy of an attack power



Cone increases the range of an area-of-effect power that projects out in a cone shape



Confuse increases the duration of a Confuse power



Damage increases the damage of an attack power



Damage Resist increases the Damage Resistance of a power



Defense Buff increases the effectiveness of a Defense buff



Defense Debuff increases the effectiveness of a Defense debuff



Drain Endurance increases the effectiveness of an Endurance drain power



Fear increases the duration of a Fear power



Fly increases the speed of a Flight power



Heal increases the effectiveness of a Healing power



Hold increases the duration of a Hold power



Immobilize increases the duration of an Immob. power



Intangible increases the duration of an Intang. power



Interrupt decreases the activation time of a power



Jump increases the height and distance of jumps with a jumping power



Knockback increases the Knockback distance for a power



Range increases the range of a ranged power



Recharge decreases a power's recharge time



Recovery increases the rate of Hit Point recovery



Reduce Endurance Cost decreases the Endurance cost of a power



Run increases the speed of a Run power



Sleep increases the duration of a Sleep power



Snare increases the effectiveness of a Slow power



Stun increases the duration of a Disorient power



Taunt increases the time a Taunted foe will stay on you



To Hit Buff increases the effectiveness of an Accuracy buff



To Hit Debuff increases the effectiveness of an Accuracy debuff

ENHANCEMENT ORIGINS



Generic Training



Magic Dimensional Entity



Mutation Secondary Mutation



Science Experiment



Technology Cybernetics



Natural Technique

Relic Natural/Magic



Focusing Device Mutation/Magic



Genetic Alteration Mutation/Science



Invention Science/Technology



Gadget Technology/Natural



STATESMAN SEZ:

REMEMBER THE ENHANCEMENT MANTRA FOR ENHANCEMENTS THAT YOU CAN SLOT AND ARE NOT GRAYED OUT: REGARDLESS OF LEVEL, A SINGLE-ORIGIN ENHANCEMENT IS ALWAYS BETTER THAN A DUAL-ORIGIN ENHANCEMENT, WHICH IS ALWAYS BETTER THAN A GENERIC ENHANCEMENT.



ENHANCEMENT STRENGTH

Enhancements have levels. You can only use Enhancements of a level relatively close to your own level of experience. If an Enhancement is significantly higher in level than you are, you will not be able to equip it until you advance. Likewise, if you are more than three levels higher than your Enhancement, it becomes useless, and should be upgraded, replaced or discarded.

Enhancements are also distinguished by the type of Heroes that can use them. The most powerful Enhancements are specific to certain Origins.

The least powerful Enhancements are **training**, or generic. Heroes of any Origin can use them. If you are purchasing Enhancements, these are cheapest.

The **dual-Origin** Enhancements are more powerful. Enhancements of this type can be used by characters of two specific Origins. There are five dual-Origin pairings: Mutation-Magic, Mutation-Science, Science-Technology, Technology-Natural and Natural-Magic.

The most powerful are the **single-Origin** Enhancements. There are single-Origin Enhancements for each of the five Origins. If you are purchasing Enhancements, these are, of course, the most expensive.

Enhancements that are higher than your own level have a greater effect on your powers than Enhancements that are at your own level or lower. However, any usable dual-Origin Enhancement is better than any usable generic Enhancement, regardless of level. Similarly, any usable single-Origin Enhancement is better than any usable dual-Origin Enhancement.

COMBINING ENHANCEMENTS

You can combine similar Enhancements to increase their effective level. To be combined, Enhancements must be identical in effect and in Origin type. They do not have to be identical in level, but the closer the level the more likely the combination will be successful.

Just click on an Enhancement that's already been assigned to a Power to open the Combination Mode screen. You may attempt to combine an Enhancement with one from inventory, or with one that has been assigned *to the same power*. When two compatible Enhancements are slotted to be combined, the game will figure the odds of a successful combination based on the difference in level between them (the closer the better).

If the combination is successful, the higher-level Enhancement will be improved by one level. Regardless of a successful or failed combination attempt, the lower-level Enhancement will be lost for good.

If an Enhancement has been improved twice — that is, it is operating two levels above its original level — it cannot be improved further. However, it can be used to improve a still-higher Enhancement.



STATESMAN SEZ:

IF YOU WANT TO WIN THE MOST POWERFUL ENHANCEMENTS IN BATTLE, TRY TO FIND AN ENEMY THAT'S CLOSE TO YOUR ORIGIN IN CONCEPT. FOR EXAMPLE, A MYSTICAL GROUP OF VILLAINS LIKE THE CIRCLE OF THORNS IS MORE LIKELY TO YIELD MAGIC ENHANCEMENTS, LESS LIKELY TO YIELD TECHNOLOGY.

IF YOU ARE ACQUIRING ENHANCEMENTS AT A STORE, KEEP IN MIND THAT DIFFERENT STORES CATER TO SPECIFIC ORIGINS. FOR THE BEST ITEMS, MAKE SURE YOU FIND A STORE THAT MATCHES YOUR NEEDS.

INSPIRATIONS

Inspirations may be received as a reward when you win a battle. They may also be traded with other Heroes, or acquired with Influence.

An Inspiration is a one-shot power-up — a little extra boost to help you through a particularly tight situation. Once you use an Inspiration it is gone for good.

You have a limited number of “inventory slots” for Inspirations. The exact number of Inspirations you can carry at any time depends on your level.

You can activate an Inspiration by clicking on it in the Inspiration Window. The bottom row of Inspirations is also mapped to the function keys on your keyboard. So you can use an Inspiration by clicking on **F1**, **F2** and so forth. You can click-and-drag Inspirations around the Inspiration menu to position them as you like. If you have more than one row of Inspirations, you can click on the arrow icon to size your window to display either all Inspirations, or only the bottom (hot-keyed) row. There are seven different types of Inspiration, each of which comes in three power levels. The higher the level of the opponent from whom you won the Inspiration, the more powerful it is likely to be.



STATESMAN SEZ:

WHEN YOU USE AN INSPIRATION, YOU HAVE TO WAIT FOR THE CURRENTLY ACTIVE POWER TO FINISH BEFORE THE INSPIRATION WILL TAKE EFFECT. SO IF YOU USE AN INSPIRATION IN THE HEAT OF BATTLE, MAKE SURE YOU CAN SPARE THE TIME IT WILL TAKE. BETTER YET, WHENEVER POSSIBLE AND PRACTICAL, ACTIVATE YOUR INSPIRATIONS BEFORE ENTERING BATTLE.



Respite Recovers 1/4 of your Hit Points.

Dramatic Improvement Recovers 1/2 of your Hit Points.

Resurgence Recovers 3/4 of your Hit Points.



Luck Boosts your Defense by 25% for 30 seconds.

Good Luck Boosts your Defense by 50% for 30 seconds.

Phenomenal Luck Boosts your Defense by 75% for 30 seconds.



Insight Makes your attacks 25% more accurate for 30 seconds.

Keen Insight Makes your attacks 50% more accurate for 30 secs.

Uncanny Insight Makes your attacks 75% more accurate for 30 secs.



Enrage Increases all your damage by 25% for 30 seconds.

Focused Rage Increases all your damage by 50% for 30 seconds.

Righteous Rage Increases all your damage by 75% for 30 seconds.



Discipline Slightly boosts your resistance to Immobilization, Sleep, Disorient and Hold effects for 30 secs. Must be used before you are Slept, Held or Disoriented, but can be used after being Immobilized.

Strength of Will Moderately boosts your resistance to Immobilization, Sleep, Disorient and Hold effects for 60 seconds.

Must be used before you are Slept, Held or Disoriented, but can be used after being Immobilized.

Iron Will Greatly boosts your resistance to Immobilization, Sleep, Disorient and Hold effects for 120 secs. Must be used before you are Slept, Held or Disoriented, but can be used after being Immobilized.



Catch a Breath Recovers 1/4 of your Endurance.

Take a Breather Recovers 1/2 of your Endurance.

Second Wind Recovers 3/4 of your Endurance.



Awaken When you are defeated, you wake up with 1/4 of your Hit Points. However, you will be Disoriented, have no Endurance, and be unable to recover Endurance for 40 seconds.

Bounce Back When you are defeated, you wake up with 1/2 of your Hit Points. However, you will be Disoriented, have no Endurance, and be unable to recover Endurance for 25 seconds.

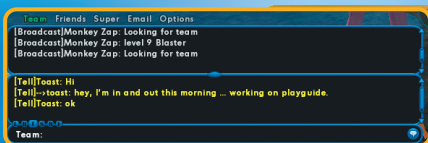
Restoration When you are defeated, you wake up with 3/4 of your Hit Points. However, you will be Disoriented, have no Endurance, and be unable to recover Endurance for 10 seconds.

WINDOWS

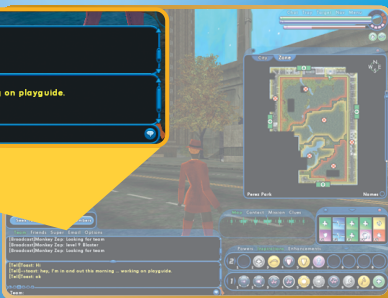
There are numerous informational windows in the game that you can open or close at will, to give you complete control over your Hero.

Five “top level” windows can be opened by clicking on the name of the window above the Stat Bars: Chat, Tray, Target, Nav, and Menu. From these windows a large number of submenus can be opened.

CHAT



The Chat Window can be opened by clicking on Chat above the status bars, or from the Menu Window.



Stayin' in touch with the Chat Window.

The Chat Window is perhaps the most important window in the game. Not only is it your sole means of communication with your fellow players, it is also the game's means of communicating with you. And the chat line is the platform from which you can launch slash commands and create key bindings.

Messages from other players, and informational messages from the game, will automatically appear in one of the two upper text windows when they are sent.

In order to communicate with other Heroes using Chat, make sure that you have selected the channel you want (see **Channels**, p. 78), click on the empty Chat line at the bottom of the Chat Window, and type your message. When you are finished, hit enter to send the message.

For more on running **Slash Commands** and creating key bindings from the Chat Window, see pp. 101-109.

Tells. To send a message to a specific Hero, no matter where he or she may be in the game, you can send a "Tell." To send a Tell, type:

/tell <hero's name>, <your message> 

Note the comma between the Hero's name and the message. The Tell won't work without it. Of course, for the Tell to work the Hero must be online at the time it is sent.

A Tell is the most common of the slash commands (see p. 101).

Ignore. If you no longer wish to communicate with another player for any reason, you may Ignore him. This command stops you from receiving any further messages from that Hero. To Ignore someone, type:

/ignore <hero name> 

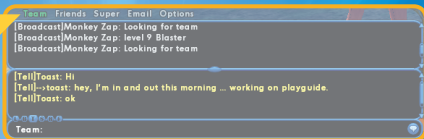
In the Chat line. This will add that Hero to your Ignore list, and he or she will remain there until you choose to remove them. To remove a Hero from your Ignore list type in your Chat line:

/unignore <hero name> 



TEAM

This window can be opened from the Chat Window or the Menu Window.



The Team Window contains information about any Heroes you may currently be teamed up with. You will see their names and Archetype icon, plus Hit Point and Endurance bars to help you track their condition. For more information about a Hero, you can right-click on his or her name in this window. It is strongly recommended that you keep this window open whenever you are involved in a team up.

If you are not currently teamed up with anyone, you can use the Team Window to find a team up. When you click on the Seek Team tab your name will be displayed to anyone seeking a team up (once clicked, the Seek Team tab changes to Stop Seek, and you can click on it to cancel seeking).

Click on the Find Members tab to display the names of any Heroes on your current map who are currently seeking a team. From this display you can highlight a Hero and click Tell to send a tell, or Invite to invite him to join your team. It's also good to click Refresh every few minutes, to update the list of names.

FRIENDS

This window can be opened from the Chat Window or the Menu Window.

Opening Friends displays your Friends list. To add a Hero to your Friends list, type in the chat line:

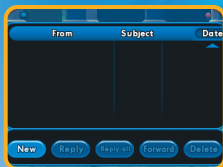
/friend <hero name> [Enter]



EMAIL

This window can be opened from the Chat Window or the Menu Window.

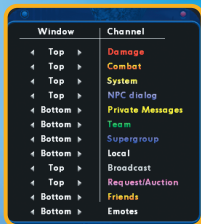
The in-game Email system allows you to leave messages for Heroes who are not currently online. Messages may be addressed to the Hero's name. The system allows you to read your mail, compose new messages, reply or reply to all, or forward a message.



OPTIONS

This window can be opened from the Chat Window.

This window simply allows you to specify whether messages of specific types will appear in your top or bottom text windows. You can also elect not to receive messages of a certain kind at all (although it is recommended you use this option sparingly).



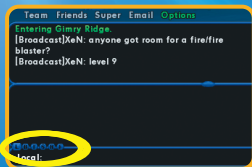
CHANNELS

The tiny lettered squares between the lower Message Window and the Chat Line allow you to set the Channel for your messages. This will determine who receives the messages you type. Available channels are:

Local. Messages can be read by those in your immediate vicinity.

Broadcast. Messages can be read by everybody currently on the same map (either the current zone, or the current mission map).

Team. Messages can be read by everybody you are currently teamed up with.



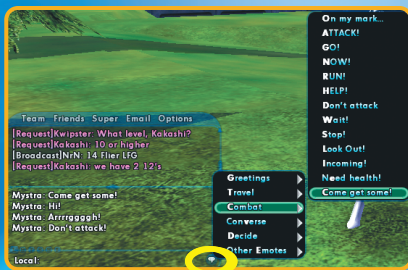
Super Group. Messages can be read by anybody in your Super Group.

Request. This channel is reserved for those who wish to trade, buy or sell.

Friends. Messages can be read by everybody on your Friends list.

EMOTES

Clicking on the small word-balloon icon on the right edge of the chat line opens a categorized, clickable lists of emotes. That is, pre-set messages, some with associated character animations. For more on emotes, see p. 110.



Click on this button.

Your character will act ...



TRAY



The Tray can be opened by clicking on Tray above the status bars, or from the Menu Window.

See p. 18 for a detailed discussion of the Tray.

POWERS

This window can be opened from the Tray or the Menu Window.

The Powers Window displays all the powers in your selected Power Groups, with the ones you've actually taken highlighted brighter than the ones you haven't yet selected. Powers must be dragged from this window to be placed on the Tray (except for your first two powers, received at level 1, which are automatically placed on the Tray).



INSPIRATIONS

This window can be opened from the Power Tray or the Menu Window.

The Inspirations Window is discussed on p. 72.



ENHANCEMENTS

This window can be opened from the Power Tray or the Menu Window.

The Enhancements Window is discussed on p. 66.



TARGET

The Target Window can be opened by clicking on Target above the status bars, or from the Menu Window.

See p. 24 for a detailed discussion of the Target Window.



Take advantage of your Target Window.

The Nav Window can be opened by clicking on Nav above the status bars, or from the Menu Window.



The top-level Nav Window contains the compass, which shows which direction your Hero is currently facing. The compass can also display icons showing the direction of any waypoints you may currently have selected on your map (see p. 88).

MAP

This window can be opened from the Nav Window or the Menu Window.

You may view either a map of Paragon City in its entirety, or the map you are currently in (either a zone map or a mission map).

Using maps is discussed in detail beginning on p. 85.



CONTACTS

This window can be opened from the Nav Window or the Menu Window.

This window opens a list of your current Contacts. It displays the Contacts' names and portraits, how close your relationships to them are (i.e., how many missions you've undertaken on their behalf) and the zone they are located in. For those Contacts who allow you to contact them by cell phone, you do so from this screen, by clicking on the Call button.



MISSION

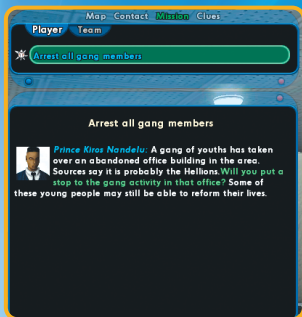
This window can be opened from the Nav Window or the Menu Window.

This window displays the Missions you have currently agreed to undertake. Each mission is listed, and you are given the current task you are trying to accomplish. (If you are not actually in the mission zone, the Nav Window tells you what zone the mission lies in.) You may click on a mission to select it. Clicking on the button beside a mission opens more information about it, including the initial mission briefing, and a summary of progress made so far.

Right-click on a mission in this screen to set it as the mission you are currently undertaking (or to set it as your waypoint).

Selecting a mission also sets a waypoint for the mission entrance, if you're in the same zone as the entrance.

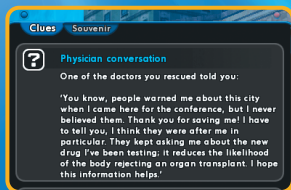
Missions are discussed in detail beginning on p. 89.



CLUES

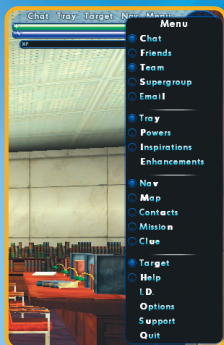
This window can be opened from the Nav Window or the Menu Window.

This window is a list of clues you have discovered in the course of your adventures. Usually, a clue points to a new adventure in the same story arc (see p. 92). From this window you can also view your souvenirs. These are clues which you are allowed to keep, to remind you of particularly important missions – usually, obtaining a souvenir means that you have completed a story arc.



MENU

The Menu Window is opened by clicking on Menu above the status bars. This window contains a variety of useful options for gameplay. All of the windows listed on the previous pages can be opened from the Menu, along with other important options.



HELP

This opens the in-game help files, which contain information on a number of essential game functions.

I D

This displays your Paragon City Hero Registration Card, an updated version of the document originally seen during character creation. It contains a portrait of your Hero and a number of important stats. You can edit your character description and battle cry from this window.

OPTIONS

This menu allows you to control a number of basic game functions. Option settings are discussed in detail beginning on p. 114.

SUPPORT

This menu allows you to access the in-game Support menu. From here you can give feedback, report a suspected bug or violation of terms of service (either through exploits or cheats, or through harassment), or even summon a game master to deal with real emergency situations (for example, your character becomes stuck and unable to move or play the game).

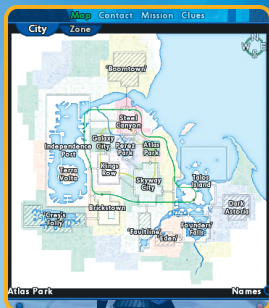
QUIT

Used when you wish to leave your play session. The process of quitting is described on p. 13.

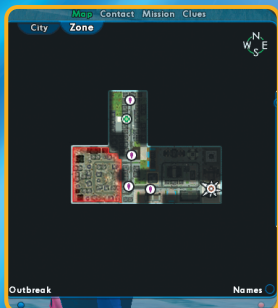
THE MAP

The Map Window can be toggled between a display of Paragon City in its entirety (City), or a map of your current location (Zone): either the city zone you are in, or the mission map you are presently playing. The map is an extremely powerful navigational tool — get in the habit of checking it regularly.

In zone maps, the name of the zone appears in the lower left corner of the map. In the lower right corner of the map is the Names button, which you can toggle on and off with a mouse-click. When the Names button is green, the map displays the name of every icon on it. When Names is black, the icons are nameless by default, but you can see the name of any visible icon just by passing your mouse cursor over the icon. The Names toggle defaults to Off (black).



Paragon City Map

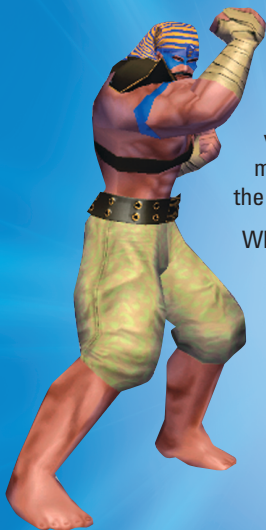


Tutorial "Outbreak!" Zone Map



**Tutorial "Outbreak!"
Warehouse Mission Map**

FOG OF WAR



Until you have visited a location, it will not appear on your map with full clarity. Zone maps are grayed-out except for those places you've actually visited, while mission maps are completely dark except for the areas you've already explored.

When you are teamed up in a mission map, the map is visible if any member of the team has been to the area. This is not true of zone maps.



STATESMAN SEZ:

IT'S A GOOD IDEA TO SPEND A LITTLE EXTRA TIME ON MISSIONS TO GET A GOOD, COMPLETE MISSION MAP. BE ESPECIALLY CAREFUL IN CAVE AND SEWER AREAS, WHICH CAN BE CONFUSING. TAKE SPECIAL CARE TO GET A GOOD SOLID OUTLINE OF THE OUTER WALLS OF LARGE CHAMBERS ... OTHERWISE YOU MIGHT MISS A NARROW DOORWAY LEADING TO SOMETHING SIGNIFICANT.

MAP ICONS

There are several common map icons that you should be familiar with.

Most map icons can be seen even if their location is under “fog of war.” The Neighborhood icons are the chief exception.



You — your Hero



Monorail station



Hospital



Neighborhood (approx.
center of a neighborhood,
identified by name)



Teammates (Heroes you are
currently teamed up with)



Team Leader (the leader of
your current team up)



Mission entrance location



Contact



Trainer

ZONE ENTRANCES

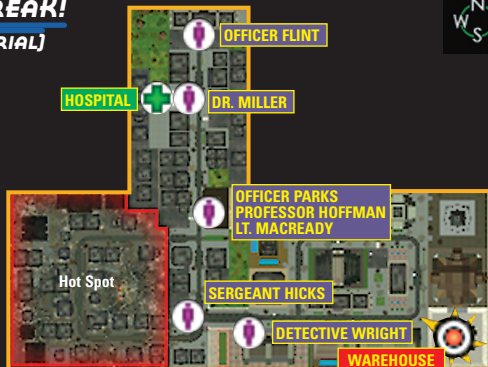


Safe



Security Restricted (Hazard/Trial)


OUTBREAK! (TUTORIAL)



WAYPOINTS & THUMBSTACKS

You can click on any Icon on the map (except the one representing yourself — there's just no point) to make it a **waypoint**. When you have set a waypoint it acquires an animated highlight on your map, and the icon appears on your compass. Also, when you are facing toward your waypoint, the distance to it (in yards or miles) will be visible in yellow. Basically, if you know where you want to go, making that spot a waypoint makes it much, much easier to get there. Naturally, if you set a waypoint for a mobile icon (i.e., a teammate) the direction and distance will change as the Hero moves around. You can only have one waypoint selected at a time.

Sometimes, during missions, the game will set a waypoint for you, pointing the way toward your next mission objective. These game-set waypoints appear in red, and it *is* possible for there to be more than one active at the same time, or for a game-set waypoint and a player-set waypoint to both be active at the same time.

A **thumbtack**  is a sort of portable waypoint. You can right-click anywhere on your Zone map to set a thumbtack at that location (and yes, you can set thumbtacks in areas covered by the fog of war). You can only have one thumbtack visible at any one time — if you right-click on another part of the map, the thumbtack will move there. If you right-click directly on the thumbtack it will vanish.

Once you have a thumbtack set, you can use it like any other map icon, including using it as a waypoint if you wish. Note that if you log off, the thumbtack will be gone when you return.



missions

Missions are a way to give the game variety and depth. They offer an alternative to merely wandering the streets looking for villains to bring to justice. Furthermore, missions will be calibrated specifically to your (or your team up's) level of ability, to provide maximum challenge with a good prospect of reward. Finally, missions are the primary way for your Hero to learn and follow the storyline that frames the game.

You may accept up to three missions at any one time. All missions you have currently accepted are displayed on the Missions Window (see p. 83). If you are currently actively engaged in a mission, that mission is displayed on your Nav (compass) Window. The Nav Menu displays your current mission task, plus the zone where the task needs to be completed, if you are not currently in that zone (not all mission tasks are Zone-specific, but most are).

There is a substantial award of both experience and Influence for successfully finishing a mission, on top of whatever you may have gained from defeating villains along the way. If you fail to complete an assigned mission, you may still get a partial reward.

Note that some missions are timed ... you have a certain amount of time in which to complete them, and if you don't finish within that time, you fail at the mission. This is a *real-time* limit, that starts the moment you accept the mission. For this reason, it's a good idea to be cautious about accepting missions right before you know you're going to have to log off.

CONTACTS

A Contact is a non-player character (NPC) who gives you information and assistance in your battle against the forces of evil. All your missions will begin with a discussion between you and a Contact, and the last thing you will do on a mission is to return to the Contact for a final debriefing. In addition to assigning missions, Contacts can also sell you Enhancements and Inspirations. Finally, Contacts introduce you to new Contacts from time to time. All of your Contacts are listed in the Contacts Window (see p. 82), which can be accessed from the Nav Window or the Menu Window.

Contacts can always be found at the spot where you met them. They appear on your zone map as a Contact Icon.

As you successfully complete missions for a given Contact, that Contact will grow to trust you and rely on you more. In time, he will offer you better-quality Enhancements. When he fully trusts you, he will even allow you to contact him via cell phone for mission assignments and debriefings, which can save a lot of time and energy running around town.

Eventually, however (after about five levels or so) your abilities will outstrip your Contact's needs, and he or she will no longer accept your



STATESMAN SEZ:

PICK YOUR CONTACTS CAREFULLY. PAY ATTENTION TO THE VILLAINOUS GROUPS THEY SPECIALIZE IN — IS THAT A GROUP YOU WANT TO GET INVOLVED WITH, AND DO YOU ALREADY HAVE A CONTACT SPECIALIZING IN THEIR ACTIVITIES? PERHAPS EVEN MORE IMPORTANTLY (ESPECIALLY AT HIGHER LEVELS), PAY ATTENTION TO THE ENHANCEMENTS THEY OFFER — ARE THEY OF A SORT THAT YOU CAN USE?

services. Instead, the Contact will hand you off to a new Contact who has need of assistance from a more powerful Hero such as yourself.

When a Contact offers to introduce you to a new Contact, you are usually given some background information on two individuals, and asked to pick one as your new Contact.

CLUES



During your missions you will often uncover clues. Clues are information about villainous plans or capabilities which will be useful to your Contacts and to the authorities in fighting that group. It is usually necessary to find all available clues in a mission in order to complete that mission.



STATESMAN SEZ:

WHEN YOU FIND A CLUE, MAKE SURE YOU OPEN UP YOUR CLUES WINDOW AND ACTUALLY READ WHAT YOU'VE FOUND CLUES CAN GIVE YOU IMPORTANT INFORMATION ABOUT THE CURRENT MISSION, ABOUT STORY ARCS, AND ABOUT VILLAIN GROUPS.

Your clues are stored in the Clues Window. Most clues are erased at the end of the mission — if there are still clues in the Clues Window after the mission is over, it usually means that that mission was part of a *story arc* (see below), and that further missions remain before the arc is complete.

STORY ARCS

Story Arcs are a series of linked missions that reveal deeper information about a specific villain group. They are the best way of experiencing the underlying storyline of *City of Heroes*. There's no way of telling which mission is going to set you off on a story arc before you take it, but if a mission leads directly to a new mission, you're well advised to go where the story is leading.

Do be aware, however, that missions in a story arc tend to get more challenging as you progress. You'll probably want to assemble a team for the later missions of a storyline, rather than tackling them solo.

When you successfully complete all the missions in a story, you're often awarded a souvenir — one of the clues from the story arc, which you're allowed to keep as a trophy. Souvenirs are kept in their own section of the Clues Menu.

MISSION TYPES

There are four basic mission types:

Door Missions. You are directed to a door leading to a mission map that only you (and your teammates) can open. The mission is specifically calibrated to be challenging based on the level and size of your group. Door missions tend to be the richest in clues and story information, and they offer the best opportunity to battle villain bosses. Often these missions have special goals that must be accomplished — rescue hostages, disarm bombs or gather clues, for example.

When in a mission map, be on the lookout for objects that seem to flash and glow. These might be a desk, a safe, a computer, a bomb, a



simple box or another object. These objects are mission assignments, and you must investigate them in order to complete the mission (although some may turn out to be decoys or red herrings). Often these objects will yield clues, although not always (i.e., when disarming bombs).



Defeat Tasks. You are assigned to defeat a certain number of villains from a specific group. Usually these missions require you to hunt in a specific zone, but some allow you to hunt anywhere.

Patrol Tasks. You are assigned to patrol a certain zone, to keep tabs on what's happening on the street. These missions take the form of traveling around the zone and checking in at a certain number of call boxes.

Errands. Your Contact sends you to another NPC elsewhere in the city, to pick up or deliver something (either an object or information). Often these errands lead directly into door missions, or even story arcs.



STATESMAN SEZ:

WHEN YOU GET A DEFEAT TASK, LOOK FOR OPPORTUNITIES TO COMPLETE IT WHILE WORKING ON ANOTHER MISSION ... FOR EXAMPLE, IF YOU HAVE A DEFEAT TASK TO DEFEAT TWENTY 5TH COLUMN, AND YOU JOIN A TEAM THAT'S GOING INTO A WAREHOUSE FULL OF 5TH COLUMN, YOU'LL PROBABLY COME OUT WITH BOTH MISSIONS COMPLETED.

TEAM UPS

Team ups are temporary alliances between Heroes. Two to eight Heroes may team up at one time. While teamed up, all experience and Influence from defeating enemies and completing missions is shared among all members of the team. (Higher-level characters get a roughly proportionally larger share.) When Inspirations or Enhancements are found, the game distributes them to team members fairly (if you get an Enhancement you can't use, it's always a good idea to check if it would be useful to another member of the team).

You can invite another Hero to team up with you by clicking on him to target him, then right-clicking to bring up a menu of interactions, including Invite to Team. If the Hero is not physically present, you can invite him by using the slash command **/invite <hero name>**. You can also invite Heroes to team up by right-clicking on their names in your Friends or Super Group lists. Inviting another Hero to team up automatically makes you the team leader (next page). If another Hero invites you to team up, you will be shown a text box from which you can accept or decline the offer. The Hero who issued the invitation will become the team leader.



STATESMAN SEZ:

ON A FIGHT-BY-FIGHT BASIS, YOU ACTUALLY EARN A BIT LESS WHEN TEAMED UP THAN YOU DO SOLO, BUT DON'T LET THAT STOP YOU -- IF YOU'RE IN A HARD-WORKING TEAM UP, YOU'LL ALMOST CERTAINLY FIND THAT YOU'RE TAKING OUT FAR TOUGHER FOES AT A FAR GREATER RATE THAN YOU COULD SOLO, MEANING THAT OVERALL YOU ADVANCE MUCH FASTER AS PART OF A TEAM. AND THERE'S AN XP BONUS FOR TEAMING UP, SO THAT EACH OF YOU IS GETTING A BIT MORE THAN YOUR FAIR SHARE OF THE EXPERIENCE.

TEAM LEADERS

Each team up has one leader. The first Hero to invite another Hero into the team automatically becomes the leader, and from then on he or she is the only one who can invite new Heroes into the team. The leader also has the authority to kick Heroes out of the team.

In addition, the team leader has the job of selecting any missions the team will undertake. This is done from the Team tab of the leader's Mission Window. The leader can select any mission currently held by any member of the team as the active team mission. (Other members of the team can view all available missions from the Team tab as well, but only the leader can choose one.)

TEAM UPS & MISSIONS

Team missions may be selected by the team leader from among all the missions currently possessed by everyone on the team. This is the only time a Hero can enter another Hero's mission map.

Team door missions are calibrated for difficulty based on the level of the character who originally obtained the mission, and on the number of team members at the time the mission is first begun. Therefore, for a tougher mission select a mission held by a higher-level member of the team, and for an easier one select from a lower-level member. Also, be aware that the size of the team directly affects the number of enemies in the mission, so a mission for a team of 6, 7 or 8 will have many, many times the number of enemies as one for 1 or 2, and their levels will be slightly higher, as well.

If the team abandons the mission before it's complete, and logs off, the next time the mission is entered it will recalibrate for the number of Heroes who enter at that time.

SIDEKICKS

Sidekicks are a special option that allows low-level Heroes to team up with Heroes of much higher level. The lower-level Hero, the **sidekick**, gains a temporary boost in fighting ability that allows him or her to fight alongside the higher-level Hero, or **mentor**.

You must be at least Security Level 10 before you can become a mentor to a sidekick, and your sidekick must be at least 5 levels lower than you. In order to make another Hero a sidekick, you must first invite him or her into your team. Then you can right-click on the Hero to open a menu of interaction options that includes the ability to invite a sidekick. You can also use the slash command **/sidekick <name>**.

DIFFERENCE BETWEEN SIDEKICK & MENTOR

5 to 10 levels

11 to 25 levels

26 to 40 levels

41 or more levels

SIDEKICK'S EFFECTIVE LEVEL

Mentor Level -1

Mentor Level -2

Mentor Level -3

Mentor Level -4



STATESMAN SEZ:

SIDEKICKS ARE A GREAT WAY TO TEAM UP WITH YOUR FRIENDS, EVEN IF THERE'S A BIG DIFFERENCE IN SECURITY LEVEL BETWEEN YOU.

The sidekick's effective level is boosted depending on how close he is to his mentor's level.

A sidekick's damage, Hit Points, Defense and Accuracy are all boosted to this new level. His Enhancements continue to provide the same benefits they gave him before he became a sidekick. Of course, the sidekick gains no new powers or Enhancement slots.

A sidekick must stay physically near his mentor in order to maintain the level boost (within 200 feet on the same map). If a sidekick gets farther then this, his level reverts to normal (but his level will be restored if he returns to proximity with his mentor). A sidekick may not enter any Hazard or Trial Zone that has a security rating above his real level.

Sidekicks gain Experience Points as if they were still fighting foes near their actual level.

A mentor may have only one sidekick at any time, and a sidekick may have only one mentor at a time.

The mentor or sidekick can terminate the relationship by using the slash command **/unsidekick**.

TASK FORCES

A **task force** is a team up of powerful Heroes that comes together to undertake a long series of dangerous assignments, which usually culminates in a battle with one of the city's Arch Villains. Task force missions require a great deal of commitment, and are very risky, but the reward for success is proportionate to the risk.

*Positron – Steel Canyon, in Blyde Square,
at the foot of the central statue*





***Bastion –
Talos
Island, in
New Troy
at the
monorail
station***



***Synapse – Skyway
City, in Aerie Plaza***



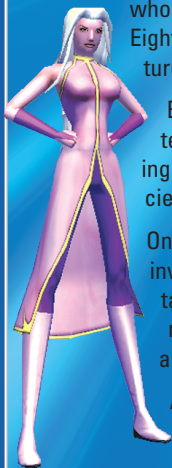
***Sister Psyche –
Independence
Port, near Bell
Medical Center***

Task force missions are given by the Surviving Eight, the only Heroes who survived the Rikti War. The members of the Surviving Eight currently engaged in task force assignment are pictured here with their locations.

Each task force mission requires a minimum size of team to undertake it. The Surviving Eight member issuing the assignment will let you know if your team is sufficient to attempt the mission.

Once a task force mission is accepted, teams cannot invite additional members. Anyone who drops out of the task force before completion cannot rejoin. You should not join with a task force unless you are willing and able to commit to the time and risk involved.

A task force mission is terminated if all members of the team quit.



Numina – Founders' Falls, at Williams Square, in the plaza

SUPER GROUPS

A Super Group is a permanent association of Heroes. You must be at least level 10 before you can form or join a Super Group.

To form a Super Group, you must go to a Super Group Registration desk. One is located in City Hall in Atlas Park, the other in Freedom Corps Headquarters in Galaxy City.

You must fill out Form 27 B/6, which involves choosing a Super Group name, motto, message of the day, team colors and team insignia. You can even create custom titles for different levels of membership (default ranks are Leader, Captain and Member).

Any member can assume the colors and team insignia of his Super Group. To do this, click the Super button in the Chat Window, then Enter Super Group Mode in the Super Group Window. Immediately, the Hero's costume colors and chest insignia are changed to those of the group. For more on the Super Group Window, see p. 77.

Members of a Super Group can all chat on the Super Group Chat Channel (see p. 78). If a Hero sends a message in this Channel, every member of the Super Group currently online receives it.



TRADING

Heroes can trade Inspirations, Enhancements and even Influence between each other. In order to trade, you must be reasonably close to the Hero you wish to trade to.

To start trading with another Hero, click on him to target him, then right-click to open a menu of interaction choices which includes Trade. If another Hero asks you to trade, you will see a dialog box that allows you to accept or decline opening the trade box.

All of your available Inspirations and Enhancements are displayed in the Trade Window, as well as your current Influence reserves. You can drag Inspirations or Enhancements into the Offer Window, or enter an amount of Influence on the Influence line. The other Hero's offer will appear in the Considering Window. When you think the trade is fair, you can accept it. When both parties have accepted the trade, it is automatically completed.

You can click on Cancel to exit the Trade Window.

There is a trash icon in the Trade Window which can be used to clear space in your Inspiration or Enhancement inventories (of course, anything you trash is gone for good). If there is not enough space in your inventories for the goods you are being offered, the trade cannot be completed.





STATESMAN SEZ:

TRADING ENHANCEMENTS YOU CAN'T USE TO FRIENDS, TEAMMATES OR JUST OTHER HEROES IN NEED IS A MUCH BETTER OPTION THAN SELLING THEM BACK TO THE STORE AT A FRACTION OF THEIR VALUE ... ESPECIALLY IF THE HEROES YOU TRADE WITH CAN RETURN THE FAVOR.

SLASH COMMANDS

The following is a list of Slash Commands that you can execute from the Chat Window. They're called slash commands because of the syntax used to execute them — a forward slash (/) inserted before the command itself. For instance, if you wanted to use a slash command to invite Meteor to team up, you'd type:

/invite meteor [Enter]

Note that most of these commands duplicate actions that you can easily accomplish in the regular interface.

afk	Indicates that you're away from your keyboard and displays a specified message.
alttray	Toggles the secondary Power Tray as long as you hold down the key.
alttraysticky	Toggles the secondary Power Tray.
auction	Starts chatting in the Request Channel.
autoreply	Replies to the last player to send a private message. Note: this command works when bound to a key, but does not work when typed in the Chat Window.
beginchat	Starts chatting in the currently selected Chat Channel.
bind	Binds a key to any command in the list of Slash Commands.
b OR broadcast	Starts chatting in the Broadcast Channel.

camdist	Sets the distance between you and the camera. You must specify the distance in feet.
camdistadjust	When bound to the mouse wheel, moves the camera forward or back.
camreset	Resets the camera behind you.
chat	Toggles the Chat Window.
copychat_b	Copies a specified number of lines from the bottom Chat Window to the clipboard.
copychat_t	Copies a specified number of lines from the top Chat Window to the clipboard.
demote	Demotes specified Super Group member by one rank.
e OR em OR emote	Emotes a specified text string.
emaildelete	Deletes a message. You must specify the message by number.
emailheaders	Requests email headers.
emailread	Requests a message. You must specify the message by number.
emailsend	Sends an e-mail. You must specify the recipient's name, the subject and the message. These fields must be separated by commas; if a field contains spaces, it must be bracketed by quotation marks.
estranger	Removes a specified player from the Friends list.
f	Starts chatting in the Friends Channel.
findmember	Displays the list of players currently looking for a team.
fl	Displays Friends list.
follow	Sets follow mode. 1 = follow selected target; 0 = stop following.
friend	Adds a specified player to Friends list.
friendlist	Displays Friends list.
fullscreen	Sets game to fullscreen mode.
goto_tray	Goes to a Power Tray. You must specify the Tray by number.
g OR group	Starts chatting in the Team Channel.
hide	Forces the specified window to be hidden.

ignore	Ignores a specified user.
ignorelist	Displays a list of ignored users.
inspexec_name	Activates an Inspiration specified by name.
inspexec_slot	Activates the lowest Inspiration in a specified Inspiration slot.
inspexec_tray	Activates an Inspiration slot in a specified row and column.
inspirationslot	Activates the lowest Inspiration in a specified Inspiration slot.
i OR invite	Invites a specified player to join a team.
k OR kick	Kicks a specified player from team.
leaveteam	Causes you to leave your current team.
l OR local	Starts chatting in the Local Channel.
macro	Adds a macro to the first empty Power Tray slot.
macroslot	Adds a macro to the specified Power Tray slot.
manage	Takes you to the Enhancement management screen.
map	Toggles the Map Window.
maximize	Maximizes window.
me	Emotes a specified text string.
menu	Toggles the Menu.
namecaptain	Renames the captain rank of a Super Group.
nameleader	Renames the leader rank of a Super Group.
namemember	Renames the member rank of a Super Group.
nav	Toggles the Navigation Window.
next_tray	Goes to the next Power Tray.
next_tray_alt	Goes to the next secondary Power Tray.
powexec_abort	Cancels the auto-attack power and the queued power.
powexec_altslot	Executes the specified power slot from the alternate Power Tray.
powexec_auto	Sets a specified power to auto-attack. If the specified power is already set to auto-attack, this command removes the setting. You can also remove the auto-attack setting by specifying no power.

powexec_name	Executes a power specified by name.
powexec_slot	Executes the specified power slot from the current Power Tray.
powexec_tray	Executes a power in the specified Power Tray and slot.
prev_tray	Goes to previous Power Tray.
prev_tray_alt	Goes to previous secondary Power Tray.
p OR private	Sends a message to the specified player.
promote	Promotes a specified Super Group member by one rank.
quickchat	Pops up the Quickchat Menu.
quit	Quits game.
req OR request	Starts chatting in the Request Channel.
s OR say	Starts chatting in the current Chat Channel.
screenshot	Saves a.tga format screenshot.
screenshotui	Saves a.tga format screenshot.
sell	Starts chatting in the Request Channel.
sg	Starts chatting in the Super Group Channel.
sg_accept	Accepts an invitation to a Super Group.
sg_decline	Declines an invitation to a Super Group.
sgi OR sginvite	Invites a specified player to join a Super Group.
sgk OR sgkick	Kicks a specified player from a Super Group.
sgleave	Causes you to leave your current Super Group.
sgsetmotd	Sets Super Group "Message of the Day".
sgsetmotto	Sets Super Group motto.
sgstats	Displays Super Group info in Chat Window.
showfps	Show current frame rate.
sk OR sidekick	Invites a specified player to be your sidekick.
sidekick_accept	Accepts an invitation to be a sidekick.
sidekick_decline	Declines an invitation to be a sidekick.
slashchat	Starts Chat Entry mode with a slash.
startchat	Starts chatting in the currently selected Chat Channel.

supergroup	Starts chatting in the Super Group Channel.
target	Toggles the Target Window.
team	Starts chatting in the Team Channel.
team_accept	Accepts an invitation to a team.
team_decline	Declines an invitation to a team.
team_select	Targets a team member specified by number.
t OR tell	Sends a message to the specified player.
toggle	Shows a specified window if hidden, or hides it if shown.
toggle_enemy	Cycles through targetable enemies.
toggle_enemy_prev	Cycles through targetable enemies in reverse.
trade	Invites a specified player to trade.
trade_accept	Accepts an invitation to trade.
trade_decline	Declines an invitation to trade.
tray	Toggles the Power Tray Window.
unfriend	Removes a specified player from the Friend list.
unignore	Removes a specified player from the Ignore list.
unselect	Clears current target.
unsk OR unsidekick	Ends the sidekick/mentor relationship.
whisper	Sends a message to the specified player.
whoall	Requests a list of players on the current map.
window_color	Changes the window colors.
window_hide	Forces the specified window to be hidden.
windowsetall	Resets all window locations, sizes, and visibility to their defaults.
window_show	Forces the specified window to be shown.
window_toggle	Shows a specified window if hidden, or hides it if shown.
windowcolor	Changes the window colors.
y OR yell	Starts chatting in the Broadcast Channel.

MACROS

A macro is a combination of in-game functions — slash commands, powers, emotes or speeches — bound together to be executed by a single command. The /macro slash command is used to make macros that can be executed from your Tray. The purpose of macros is to allow you to create custom commands that are specifically tailored to your personal playstyle.

When you create a new macro, it automatically drops into the first available slot in the tray. From there, of course, you can drag it to wherever you want it.

The macro executes all its functions at same time, so you will not be able to execute, say, two powers or two emotes from the same macro, because two actions of the same sort cannot go off simultaneously. The macro will only execute the last similar action in the series. You can not link combat skills together!

Macros can be use to create personalized chats or greetings to express your personality, or to combine text with powers for a combination yell/attack.

CREATING MACROS

We're not going to try to explain every element of the art of macro creation here. (For more on macros visit the *City of Heroes* website, or see *Prima's Official Guide to City of Heroes*), but we will give a few typical examples that should give you the basis to experiment.



The macro console command allows you to create named macros that are automatically placed in the first available tray slot. The syntax is

/macro <name> <command>

<name> Single unquoted word or one or more words within quotation marks. For example, **Fray** does not need quotes if used as a name, but **"Bug Out"** does.

<command> One or more console commands separated by **\$\$**. (Use quotes if the command is longer than one word).

Examples:

/macro "Greet Team" "team hello everybody"

Send message "hello everybody" on the team channel)

/macro Smite "powexec_slot 1\$\$ local Take that, ruffian!"

Attack with the power in slot one, and display a speech balloon reading, "Take that ruffian"

Note that when instructing a macro to execute a slash command, you should enter only the command's name ... don't actually put in a slash. Thus, if you wanted to create a macro using the **/invite** slash command you might use:

/macro cmon "invite\$\$ local C'mon \$name, let's go fight some bad guys!"

(Invites targeted Hero to team up and displays a speech balloon reading, "C'mon (Hero's name), let's go fight some bad guys!)

but not

/macro cmon "/invite\$\$ local C'mon \$name, let's go fight some bad guys!"

Variables:

There are several variables you can use in your macros. When the macro is called, the variable will be replaced with the correct value for the character you currently have targeted. Supported variables include:

\$target

(inserts target's name)

\$sarchetype

\$sorigin

\$sname

\$slevel



RESTRICTIONS

A macro cannot be used to execute another macro. Or, if you prefer technical terms, macros cannot be called recursively.

Unattended macro use for gain is *completely forbidden* in *City of Heroes*, on penalty of account forfeiture. “Unattended” means your Hero is working like an automated bot, with no need for you, the player, to actually be at the keyboard to control his actions. Therefore, the macroing system is *not* designed to permit such behavior.

KEYBINDINGS

Keybindings are similar to macros, except instead of binding your custom commands to the Tray, they're bound to a hotkey on your keyboard.

Keybindings are created using the **/bind** command. The syntax for this is

/bind <keyname> <custom command>

For example, to create a keybinding to bind the power in tray slot #1 to **[Z]**, you'd type:

/bind z "powexec_slot 1"

Keybindings can be used to do everything you can do with a macro — slash commands, powers, emotes and text. In fact, you can even use keybinding to bind a single macro to the hot key. Just use the macro's name or tray slot when creating the keybinding.

Spell out the names of keys that aren't simple letters, numbers or typed characters. For example, type **space** to bind a command to the space key or **enter** for the enter key.



STATESMAN SEZ:

IT'S POSSIBLE TO CREATE COMPLEX KEYBINDINGS "FROM SCRATCH," BUT FOR EFFICIENCY AND VERSATILITY, IT'S RECOMMENDED YOU CREATE THE CUSTOM COMMAND AS A MACRO FIRST, THEN BIND THAT MACRO TO A HOTKEY.

EMOTES

Emotes are usually pre-set dialogs with an associated animation. Some emotes are only animation, with no words associated with them. Emotes are designed to make gameplay more efficient (especially in team ups and combat situations) and your character more expressive. Some of the emote text appears in colored word balloons, to help the message stand out more (i.e. Stop! is red, Go! is green, and ATTACK! is orange). The animations range from a simple motion like a wave or a shrug, to a complex series of movements (check out Warm Up, or Lecture). A few animations will continue indefinitely until your Hero moves or does some other action to interrupt the emote (Jumping Jacks are an example).

You can bind emotes to your Tray, using the name of the emote as given in the list that follows. See **Keybindings**, p. 109, for instructions on how to do this.

EMOTE MENU

Click on the word-balloon icon in the lower right corner of the Chat Window. An Emote Menu will open. The Emote Menu has six Sub-Menus. The Sub-Menus can be opened by left-clicking with the mouse or by entering a one-letter keyboard command. In game, the one-letter Sub-Menu shortcuts are highlighted within the text in white.

Within each Emote Sub-Menu, an emote command can be executed by left-clicking on the command or by using a one-letter keyboard command while the proper sub-menu is open. In game, the one-letter command shortcuts are highlighted within the text in white.

EMOTE MENU KEYBOARD COMMANDS

G	Greetings
V	Converse
D	Decide
T	Travel
C	Combat
E	Other Emotes

EMOTE SUBMENUS

GREETINGS

H Hi (waves hand)

I Introduce Self
(waves hand)

L Looking for
Team
(no animation)

O Hello <target>
(waves hand)

CONVERSE

A Arrrrgggh!
(no animation)

E Excellent
(thumbs up)

G Grrrrr!
(no animation)

H Huh? (shrugs)

J Good job
(left thumb up)

L <laughs>
(throw head
back and laugh)

M Mua ha ha ha!
(throw head
back, laugh)

N No (arms folded
across chest)

O Sorry (bow)

P No problem
(no animation)

S Yes Sir (salute)

T Thank you
(no animation)

W You're welcome
(no animation)

Y Yes (thumbs up)

DECIDE

These Emotes
have no dialog,
only animation, as
indicated by the
name of the emote.

C Coin Toss (after
the animation, a
coin will appear
showing either
heads or tails)

D Dice (after the
animation, a
single die will

appear show-
ing the result of
the throw, 1-6)

E Explain

I Disagree

L Lecture

N No (as under
Converse, but
animation only)

P Paper

R Rock

S Scissors

Y Yes (as under
Converse, but
animation only)

TRAVEL

D Onward!
(throws arm
forward)

F Follow me!
(throws arm
forward)

G Let's go!
(no animation)

H Over here! (long wave overhead with arm)

L Lead on!
(thumbs up)

M Get a mission?
(no animation)

O On my way
(no animation)

R Ready? (no animation)

S Stop!
(holds up hand)

T Where to?
(no animation)

W Wait here
(holds up hand)

Y Yoo hoo!
(whistles with fingers)

COMBAT

A Attack! (throws arm forward)

C Come get some!
(point, then pound fist until interrupted)

D Don't attack
(waves both hands "NO" in front of chest)

E Need health
(no animation)

G Go! (throws arm forward)

H Help!
(no animation)

I Incoming!
(no animation)

L Look out!
(no animation)

N Now! (throws arm forward)

O On my mark
(holds up hand)

R Run!
(no animation)

S Stop!
(holds up hand)

W Wait
(holds up hand)

OTHER

These Emotes have no dialog, only animation, as indicated by the name of the emote.

B Bow

C Clap

F Wave Fist

H Cheer

J Jumping Jacks

L Laugh

N Point

O Over here

P Praise

R Roar

T Taunt

U Salute

W Warm Up

Y Yoga

Z Tarzan

1 Flex 1

2 Flex 2

3 Flex 3

THOUGHT BALLOONS

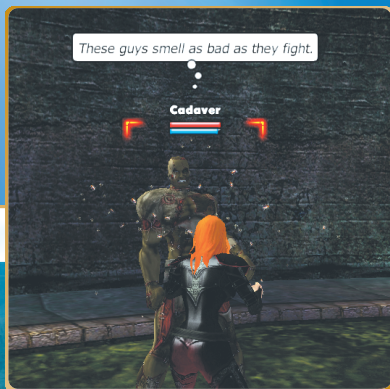
In the early days of online gaming, before lavish animations, an “emote” was when a character communicated his thoughts to others online, rather than his speech. For example, instead of saying “You’re nuts” to another character, the player might send, “Dixie wonders if Phil has finally gone nuts ...”

City of Heroes allows for emotes in this old-school sense in the form of thought balloons ... thoughts that are visible to other players nearby. Thought balloons may be created with the slash command

/emote (or **/em**, or **/e**).

For example, to create a thought balloon saying, “I wish I’d thought of that costume,” you would type:

/em I wish I’d thought of that costume. Enter



OPTIONS

The Options Menu can be accessed from the Menu Window. It allows you to set a large number of variables to completely personalize your game experience.

There are three tabs under Options: **General**, **Controls**, and **Graphics and Audio**.

GENERAL

This tab has two sections, **Reticle** and **Miscellaneous**.

RETICLE

This section allows you to control how much information appears on-screen about both villains and other players (Heroes), and when that information appears. The “reticle” is the targeting bracket that appears around a character when he is targeted.

RETICLE OPTIONS ARE:

- ◆ Villain Name
- ◆ Villain Reticle
- ◆ Villain Hit Point bar
- ◆ Player Name
- ◆ Player Hit Point bar
- ◆ Player Archetype/Origin
- ◆ Player Super Group
- ◆ Player Reticle
- ◆ Auto-assist Reticle

EACH OPTION CAN BE SET:

- **Hidden** (never appears)
- **Show When Selected** (i.e., when targeted)
- **Show on Mouse-Over**
- **Show When Selected or on Mouse-Over**
- Player Name, Hit Point bar, Archetype-Origin and Super Group also have an **Always** option.

MISCELLANEOUS

This section controls a wide variety of game functions.

- ◆ **Mouse Movement.** Can be toggled between Normal and Inverted
- ◆ **Look Up and Down.** Can cycle between Freelook, Always Centered and Normal
- ◆ **Tooltips.** Can be toggled between Enabled and Disabled
- ◆ **Allow Profanity.** Can be toggled between Enabled and Disabled
- ◆ **Chat Balloons.** Can be toggled between Enabled and Disabled
- ◆ **Dim Chat Window.** Can be toggled between Enabled and Disabled
- ◆ **Dim Nav Window.** Can be toggled between Enabled and Disabled
- ◆ **Reset Windows.** Returns windows to defaults
- ◆ **Chat Font Size.** A slider that can be set from 5 to 19, with 12 the default

CONTROLS

The Control Configuration tab is discussed in detail on pages 15-16.

GRAPHICS & AUDIO

This tab controls options relating to the amount of visual detail in the game, as well as volume controls.

GRAPHICS

- ◆ **Screen Resolution.** Allows you to select among numerous screen resolutions, ranging from 800x600 to 1600x1200.
- ◆ **Texture Quality.** Can be set between High, Medium and Low
- ◆ **World Detail.** A slider that ranges from 50% to 200%, with a default of 100%.
- ◆ **Character Detail.** A slider that ranges from 30% to 200%, with a default of 100%.
- ◆ **Gamma.** Controls contrast and brightness; a slider that ranges from 30% to 440%, with a default of 100%.

- ◆ **Max Particle Count.** A slider that ranges between 10,000 and 50,000.
- ◆ **Max Particle Fill.** A slider that ranges from 100% to 1000%.
- ◆ **Shadows.** Can be toggled between Enabled and Disabled.

USER INTERFACE

These options allow you to set the color of the borders of your in-game windows. The options are **Border Red**, **Border Green** and **Border Blue**, and each color has a slider from 0% to 100%. Defaults are 20 Red, 60 Green and 100 Blue, producing a blue border.

From this area you can also set the **Window Opacity**. This is a slider ranging from 0% to 100%, with a default of 53%.

AUDIO

These are simply volume controls:

- ◆ **Sound FX Volume.** A slider that ranges from 0% to 100%, with a default of 100%.
- ◆ **Music Volume.** A slider that ranges from 0% to 100%, with a default of 60%.



It's not all concrete and steel.

PARAGON CITY

CITY ZONES

After the Rikti war, Paragon City erected impenetrable force walls between the different zones of the city, to make it easier to defend. Citizens can pass through these walls using either the monorail (see below) or a few strategically placed tunnels.

There are three distinct kinds of zone in Paragon City.

City Zones are where civilians live and work. They may suffer from crime in the streets but, with the help of the city's Heroes, most people manage to maintain their day-to-day existence. You can pass freely between city zones.

Hazard Zones are off limits to civilians. They have been closed off and totally given over to the criminal element. Only Heroes of the appropriate Security Level can enter, to attempt to keep some kind of check on criminal activity. (To enter a hazard zone, click on one of the two riot policemen stationed at the entrance. If your level is high enough, you will be able to pass.)

Trial Zones are so dangerous that only the most powerful Heroes can enter, and then only in groups.

SAFE AREAS

Some areas of Paragon City are heavily guarded by Police Drones — powerful robots that have the capacity to vaporize most hostile entities. Sadly, it's not practical to build enough drones to patrol the whole city, so they've been stationed at a few strategically vital

areas, while law enforcement and security for the rest of the city is left to its Heroes. Safe Areas include monorail stations, hospitals, tunnels between zones, and a few vital buildings like City Hall and Freedom Corps Headquarters.

MONORAIL

The monorail is the best way to move between zones in Paragon City. If it doesn't go to the exact zone you want to be in, it definitely goes somewhere close.

From the departure area (the front room of the monorail station, at the top of the ramp) you can board the monorail either by actually running into the car when it's open, or by simply clicking on the gate area (it doesn't matter whether a car is visible or not). Each monorail station has a departure area, in the front of the station, and an arrival area, with an exit leading to the side of the station.

There are two monorail lines operating in the city. The Yellow Line passes through Galaxy City, Atlas Park and three other zones. The Green Line passes through four of the more dangerous zones in the city. The only zone with a station for both lines is Steel Canyon.

YELLOW LINE

Atlas Park
Steel Canyon
Galaxy City
Kings Row
Skyway City

GREEN LINE

Steel Canyon
Talos Island
Brickstown
Independence Port

To see all the Zones in Paragon City, check out the city map included in your box. In this section, we'll take a quick look at the zones in which you'll spend most of your first 10 Security Levels.

ATLAS PARK

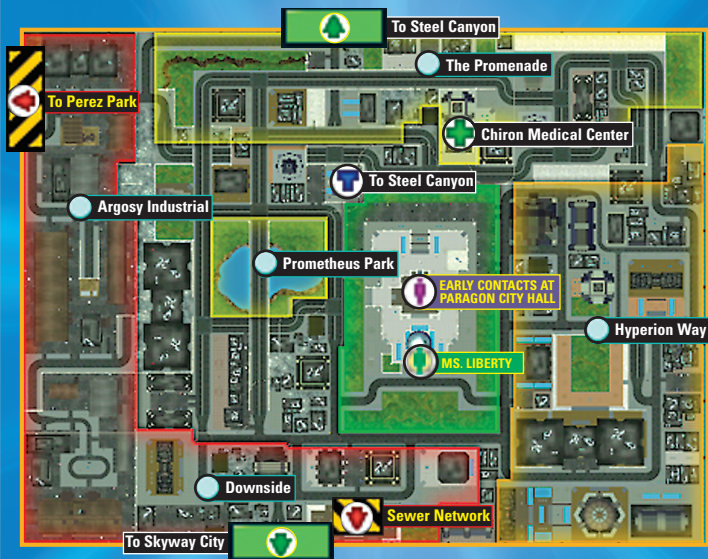
Atlas Park is the center of government for Paragon City, housing the City Hall at the center of Atlas Plaza. The zone is named in honor of the WWII Hero Atlas, who almost single-handedly stopped the Nazi invasion of Paragon City, at the cost of his own life. Today, Atlas Park's most celebrated resident Hero is Ms. Liberty, the city's most respected trainer of novice Heroes, who holds court in front of City Hall. (See map, p. 120.)

In recent years, Atlas Park has seen an alarming rise in gang activity. The Hellions street gang has claimed the zone as their turf. The Clockwork also operate in the back allies and rooftops of the zone, pursuing their inscrutable plans. Heroes of Security Level 1-6 should be able to handle most of the dangers on the streets of Atlas Park.

PEREZ PARK

The city's lowest-level Hazard Zone, Perez Park can be accessed by Heroes of Level 6 and up. It borders both Atlas Park and Galaxy City, and can be reached from both (though, as a Hazard Zone, it of course has no monorail station). The outer regions of the zone are a battleground, with the Skulls (who control the west side) fighting the Hellions (who control the east side) for control. The vast interior regions of the park itself are far worse. Vahzilok, Clockwork, Circle of Thorns and other, even stranger groups can all be found in the overgrown wilds of the park, each pursuing their own nefarious agendas.

ATLAS PARK



Monorail station



Hospital



Neighborhood

ZONE ENTRANCES



Safe



Security Restricted (Hazard/Trial)

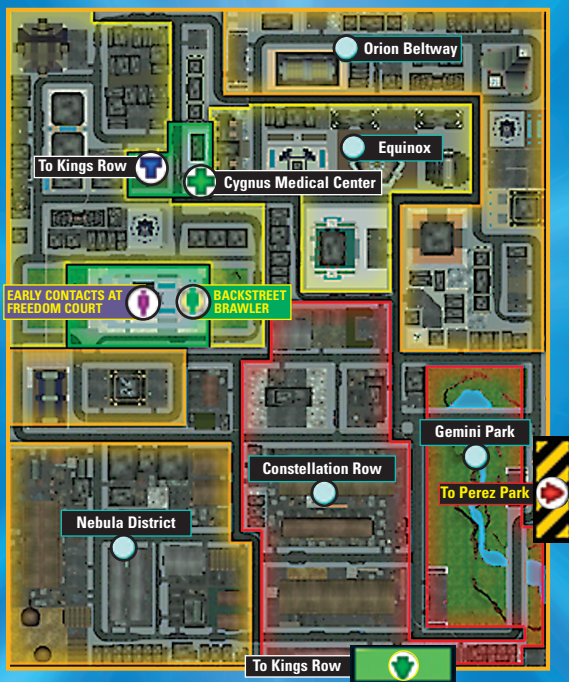


Contact



Trainer

GALAXY CITY



Monorail station



Hospital



Neighborhood



Contact



Trainer

ZONE ENTRANCES



Safe



Security Restricted (Hazard/Trial)

GALAXY CITY

Galaxy City is a densely populated region, with a business sector to the north, a warehouse district to the south, and a park with a small lake in the southeast. The Freedom Corps building is also in this zone. Backstreet Brawler, who trains novice Heroes, can always be found in front of Freedom Corps. (See map, p. 121.)

Like Atlas Park, the Hellions street gang has moved into Galaxy City in force, and the Clockwork are also active in a slightly more covert fashion. Heroes of Security Level 1 through 6 work to keep the peace in Galaxy City.

KINGS ROW

Kings Row is an industrial and residential area far past its prime. Most of the buildings date from before the Great Depression, and show it. The citizens of Kings Row mostly work at low-paying manufacturing jobs in old-fashioned factories like the King Garment Works. The living conditions are barely above tenement quality.

In recent years Kings Row has seen some new development, and shows signs of pulling out of its decades-long slump. However, progress is held back by The Skulls, the gang that makes this area its primary turf. Other criminal organizations active in Kings Row include the Vahzilok, the

Clockwork, the Circle of Thorns, the Trolls and the Lost. Heroes of Security Level 5 through 10 will find plenty of challenges in the back alleys of Kings Row.



ENEMIES

There are over a dozen gangs and criminal cartels at work in Paragon City, far more than we can examine here. Here's a look at the groups you encounter most often as you rise from Security Level 1 to 10.

Be aware that villains have ranks within their organization. Minions are line troops, lieutenants are officers, and bosses are commanders. Be much more cautious of lieutenants and especially bosses than you would be with a minion of the same color. Leaders tend to have abilities that make them particularly dangerous.

THE SKULLS & THE HELLIONS

These are Paragon City's two base-level street gangs.

Although they are not the most highly powered supervillains in the city, they are quite prosperous, thanks to their control of the

street-level market for the power-

boosting drug Dyne. The Hellions

claim Atlas Park and Galaxy

City, while the Skulls control

Kings Row. The two gangs are engaged in a turf war over the

outer regions of Perez Park.

The Skulls wear skeleton masks.

Minions are called Gravediggers

and lieutenants are called Death

Heads. The bosses, called Bone Daddies, spe-

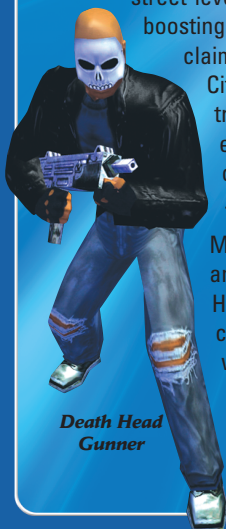
cialize in Negative Energy attacks. The Hellions

wear elaborate demonic makeup. Their minions

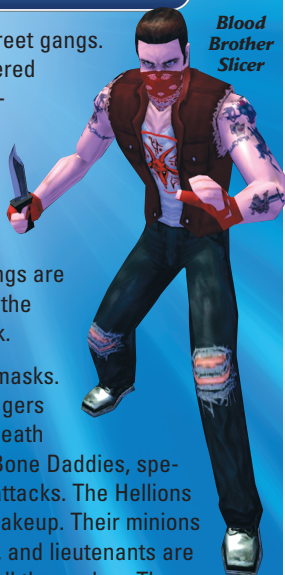
are called Blood Brothers, and lieutenants are

The Fallen. The bosses call themselves The

Damned and use flame powers.



*Death Head
Gunner*



*Blood
Brother
Slicer*

CLOCKWORK

The Clockwork are small robots. If they weren't so dangerous they'd look rather cute. They even have absurd rotating keys projecting out of their backs, like a mechanical toy. They wander industrial areas looking for scrap, and attack anyone who disturbs them with electrical blasts.

Clockwork Minions are divided between Sprockets, the somewhat larger and more powerful Cogs, and the hovering Oscillators. Clockwork bosses are called Knights, Dukes and Princes, leading to speculation that there's a Clockwork King behind the whole surreal endeavor somewhere.



Babbage

CIRCLE OF THORNS

With powers drawn from the murky well of prehistoric occult lore, the Circle of Thorns is Paragon City's most powerful and widespread magical cabal, with followers that run the gamut of power from the most basic to the very highest elites. They are known to kidnap innocents for sacrificial rites. Their lowest-level operatives are guards — normal humans who seem to hold the Circle in cultish devotion. The most proficient of these guards are dubbed Thorn Wielders. The guards protect the Circle mages, who command potent mystic power. The lowest tier of mages are called the Life Mages, with Energy, Force and Soul Mages making up the higher echelons of the Circle's magical brotherhood. It is rumored that at the highest levels of power, the Circle can command ancient spirits to come and fight on their behalf.



Death Mage

5TH COLUMN

During WWII the feared Nazi 5th Column forces conducted covert military operations within the borders of the U.S. itself. A few years ago, a new 5th Column appeared, conducting a wide variety of criminal activities.

Whatever the historical relationship between the old 5th Column and the new, they share the same abhorrent philosophy.

Low-level 5th Column operatives are organized into paramilitary units.

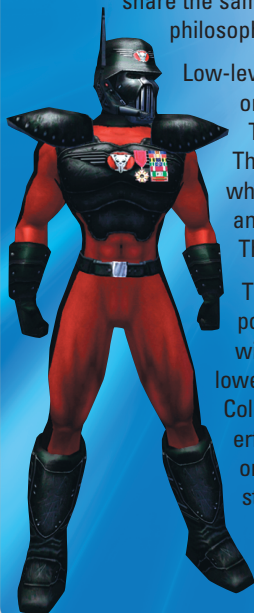
The line troops call themselves The Nebel, and wear gray uniforms, while the special ops forces are called The Nacht, and wear black. (A third, super-elite force called The Raserei also exists.)

The 5th Column are one of Paragon City's most powerful and pervasive criminal organizations, with forces who range in power level from the lowest to the very highest. It's said that the 5th Column uses robotic troops to threaten more powerful Heroes, while the most terrible forces of the organization are barely human, resembling monsters of legend.

*Übermenschen
Unteroffiziere*



*Mk I
Wolfpack
Robot*



VAHZILOK

The grotesque Vahzilok are perhaps the most hideous, if not the most powerful, criminal gang in the city. They are notorious for kidnapping innocents off the street and using them for horrible experiments in vivisection and revivification. The Vahzilok are constantly surrounded by a foul miasma of death.

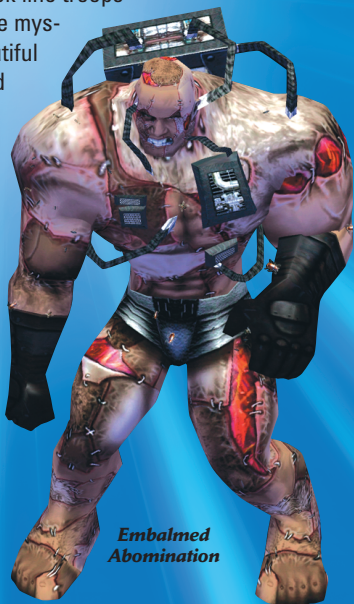
Vahzilok operatives call themselves Reapers; senior Reapers are called Mortificators. They command forces of Cadavers — reanimated corpses — and Abominations, which are Cadavers who have been surgically modified for extra size and power. Some Cadavers and Abominations (which the Vahzilok refer to as “embalmed,” in a ghastly jest) are modified to be undead bombs that explode when attacked. As repellent as the Vahzilok line troops

are, the most feared Vahzilok are the mys-

terious and weirdly beautiful
Eidolons, who command
formidable Energy
powers.



Mire Eidolon



*Embalmed
Abomination*



MANAGEMENT TEAM

Michael Lewis
Bruce Rogers
Jack Emmert
Matt Harvey
Craig Zinkievich

DESIGN

Jack Emmert
Al Rivera
Sean Fish
Matt Miller
Craig Zinkievich
Michael Lewis
Melissa Bianco
Brian Gilmore
EJ Nelson
David Wood
Jane Kalmes

PROGRAMMING

Bruce Rogers
Shannon
Posniewski
Matt Woomer
Martin Simpson
CW Bennet
Mark Kalmes
Jimb Esser
Michael Parent
Jonathan Shieh

ART

Matt Harvey
Steve Stacy
Jeremy Mattson
Chris Sutton
Christopher
Chamberlain
Nate Stephens
Jeff Jenkins
Ian Casteneda
Doug Gaston
Kirk Young

SOUND & MUSIC

Michael Henry

SPECIAL THANKS

Amy La Scola
Rick Dakan
J. Cameron Petty
Josh Bradley
Barbara Fielder
Tom Nastasia



NCsoft™

EXECUTIVE MANAGEMENT

TJ Kim, *NCsoft CEO*
Robert Garriott,
President,
NCsoft North America
Richard Garriott,
Executive Producer
Mike Grajeda,
General Manager

GAME MANAGEMENT

Jeremy Gaffney,
Executive Producer
Brian Clayton, *Producer*
Chris Julian,
Associate Producer
Jae Hwan Kim,
NCHQ Liaison

QA TESTING

Timothy Bell,
QA Manager
Tosh Toida, *QA Lead*
Mark Ball,
Senior QA Tester
Scott Green, *QA*
Community Coordinator
Alaric Weigle,
Compatibility Lead



TESTERS

James Ash
Lori Branham
Edward Furstenau
Delan Kai
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